**Ryan Bieker**

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**Languages:** C++, C#, C, Java, Python, JavaScript, TypeScript, HTML, CSS

**Tools:** Git, GitHub, Visual Studio, Visual Studio Code, Unreal Engine 5, Blender 3D, Figma

**EDUCATION**

**Texas State University,** College of Science and Engineering San Marcos, TX

*Bachelor of Science Computer Science, Minor in Applied Mathematics.* Expected Graduation May 2025

**Organizations:** Game Developers Society, Google Developer Student Club, Fencing Club – Sabre Team Captain.

**Honors:** Dean’s List Spring 2024.

**WORK EXPERIENCE**

**Scala** San Marcos, TX

*Software Developer* January 2024 – Present

* Developed websites in JavaScript, HTML, and CSS for clients’ websites while collaborating with UX/UI designers in Figma and Adobe Illustrator.
* Refactored JavaScript for optimization to improve site loading time and responsiveness.
* Early hire on to the startup team.

**Curacao** Walnut Springs, TX

*Website Optimization Intern* May 2021 – August 2021

* Studied user testing data of JavaScript to optimize site responsiveness across multiple mobile and desktop platforms and browsers.
* Implemented customer usability enhancements which increased website conversion from 3% to 5.2%.
* Reviewed web page SEO with metadata for Google Analytics.

**TECHNICAL PROJECTS**

**War Card Game**

* Developed a software game in Java against an AI based on the card game War.
* Utilized software engineering principles using the agile methodology and code reviews in a team environment with version control in Git and documentation in Javadoc.
* Designed game mechanics and interactions through object-oriented game programming with over 3 million possible player configurations.

**Wordle**

* Developed a game in C# using a dictionary of over 1,000 stored words to guess with colored feedback
* Implemented game mechanics, scripting, and game design through prototyping and agile methodology.
* Version control in Git over multiple iterations with in depth testing and debugging on Windows Forms.

**Wall-E-Impact Plugin**

* Measured the environmental impact of game engines utilizing the Impact Framework from the Green Software Foundation to retrieve energy and embodied carbon estimates.
* Developed a TypeScript plugin utilizing YAML, Node.js, and NPM with version control in Git.
* Researched and implemented 10+ years of professional studies on environmental impacts of Unreal Engine 5 and Unity.

**Certifications**

**Certifications:** TestDome C++ Silver, TestDome Data Structures and Algorithms Silver, TestDome HTML/CSS Gold, TestDome OOP and Design Patterns Silver, TestDome Graphic Design Silver, TestDome Cybersecurity Silver, Alkek One Blender 3D Micro-Credential.