

# RYAN M. MCHUGH SOFTWARE DEVELOPER VIEW MY PROJECTS | HTTPS://BROHEMZ.GITHUB.IO

# **OBJECTIVE**

Provide an intuitive and innovative product for the enduser.

Maintain a comprehensive understanding of current technologies through research and implementation.

#### **SKILLS**

Software development in a team setting – accepting criticism when needed.

Holding the reins over multiple tasks while understanding the bigger picture.

Problem Solving thoroughly at a rapid pace.

Learning new technologies quickly while cohering to standard conventions.

### **EXPERIENCE**

#### **INVENTORY SPECIALIST • ACCUTRAK INVENTORY • JUNE 2019 - CURRENT**

Count up the stock from a range of convenience stores, grocery stores, and a clothing warehouse. Use vocal cues to communicate with internal voice recognition software. Manage the equipment (tablets, headsets, router) during shifts.

#### FRY COOK • WAYBACK BURGERS • AUGUST 2017 - DECEMBER 2017

Manage the fry station during rush hour shifts. Often acted as the dish washer and disinfected all utensils and plates. Bagged and served the foods. Participated with inventory management and restocked stations.

# **EDUCATION**

# BACHELORS DEGREE IN COMPUTER SCIENCE | CYBERSECURITY MINOR ~MAY 2020 | CHARLESTON SOUTHERN UNIVERSITY 3.56 GPA

Relevant Coursework

- Operating Systems | Computer Architecture (Verilog, C)
- Data Structures (C++) | Algorithms
- Computer Networks & Networking Security
- Probability & Statistics | Discrete Mathematics
- User Interface Design (Ruby on Rails)
- Linear Algebra | Calculus II | Physics I
- Systems Analysis and Software Design
- Competitive Programming
- Scripting Languages (Perl, Python, Javascript, Node.js + Express.js)
- Object-Oriented Programming (Java)

# LEADERSHIP EXPERIENCE

#### **Marching Band**

Acted as trumpet section leader during senior year of high school. Instructed and demonstrated techniques. Critiqued and coached individuals one-on-one through difficult musical passages. Managed sound equipment and often coordinated warm-up stretches.





