

Ryan Serazin

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Objective: To obtain a cooperative education position in the development and design of computer software.

Experience

Part Time Programmer

The National Technical
Institute for the Deaf

Rochester, NY

June 2013 – August 2013

- Wrote and compiled a graphical Python program that uses FFMPEG to recursively or selectively:
 - Parse an edit decision list or subtitle file to find where to clip a given video.
 - Generate the cmd command to convert a video.
 - Generate the cmd command to screen-shot a video. Generate the cmd command to place side-by-side any two given videos.
- Fixed bugs in ASP Classic code base resulting from Firefox updates.

I.T. Department Intern

Maclean-Fogg
Component Solutions,

Royal Oak, MI

June 2012 – August 2012

- Learned TSQL and wrote database triggers for the Maintenance Department that updated - different fields based on changes and emailed/texted the proper staff about part shortages.
- Designed and implemented an asp.net website and SQL database for all of the Maintenance Department Staff at the multiple Maclean-Fogg facilities to use to track part usage.
- Wrote a C# program to read through PDF's that had recently been processed using an Optical Character Recognizing program in order to sort them for the new paperless information system.
- Learned Visual Basic for Applications and wrote an Outlook macro to read through the Tooling Coordinator's inbox to extract tooling shortage messages sent by the ERP system, and save said information to a notepad file.
- Designed a C# program to parse through multiple notepad files mentioned above, extract the needed information, and enter it into a database.

Education

**Rochester Institute of
Technology**

B.S of Computer Science expected 2016

Minor in Entrepreneurship or Business Administration

Courses:

Software Engineering, Artificial Intelligence, Programming Language Concepts, Professional Communication, Concepts of Computer Systems, Computer Science Theory.

Projects & Skills

Projects

Skills

- Designed and implemented a Django app that helped to connect students with ideas with students that have experience for rit48, a 48 hour startup hackathon.
- Designed and wrote a generic puzzle solver in C++ using breadth first search, memoization, and templates that was able to solve multiple puzzles.
- Coordinated requirements for a Java based vending machine simulator project including using JSON to define a flat file that was used in lieu of a database, and communicating with the customer to define the requirements.
- Programming languages
 - Python, Java, C/C++, HTML, CSS, Haskell, Common Lisp
- Operating systems
 - GNU/Linux, Windows 8, Windows 7
- Development environments
 - Vim, Eclipse, Idle, Emacs
- Source Control
 - git, SVN
- Other
 - Ability and desire to quickly learn new technologies to solve a given problem