

# Ray Sy

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## Skills

### Languages

Java • Python • JavaScript • Dart  
SQL • Shell • C • HTML • CSS • C++

### Frameworks/Tools

React • Flutter • Firebase • PostgreSQL  
MongoDB • Heroku • Git • Electron

### Design

Sketch • Photoshop • Illustrator  
AfterEffects • Premier • FCPX

## Links

Github:// [fireteam99](#)  
LinkedIn:// [ray-sy](#)  
Devpost:// [fireteam](#)  
Handshake:// [Ray Sy](#)

## Education

### B.S. in Computer Science

Rutgers University, New Brunswick, NJ  
Expected | May 2021  
GPA | 3.7  
Deans List | 2018 - Present

## Coursework

### Undergraduate

Design & Analysis of Algorithms  
Discrete Structures I & II  
Computer Architecture  
Prin Prog Languages  
Prin Info & Data Mgt  
Data Structures

## Activities

### Clubs

FizzBuzz | Tech Chair  
USACS | Member  
RUMAD | Member  
COGS | Member

## Experience

### Heat.wav | Technical Co-Founder

August 2018 - Present | New York, NY

- Early start-up building a location-based music discovery platform.
- Responsible for overall technical design of the application including: back-end written in Node.js/MongoDB, and front-end in Flutter/Web.
- Creating personalized music feeds using geospatial aggregations, listening data, and client location services.
- Writing comprehensive unit tests using Jest and configuring continuous deployments using Travis CI, Heroku, and Github.
- Implemented an efficient RESTful API to handle server-side operations.

### iD Tech Camps | Instructor

June 2019 - August 2019 | Princeton, NJ

- Led engaging classes on Java programming and video-editing.
- Provided advanced technical support for all classes and troubleshooted and resolved hardware and software issues with computers, audio/video systems, etc.
- Communicated effectively with students of diverse backgrounds.

## Projects

### pL Game | Summer 2019

- A online multiplayer, turn-based card game developed using Boardgame.io, React, and Firebase.
- Mapped game state to visual state using state management tools to create a fluid user experience.

### Project C.R.A.L. | Spring 2019

- Fully featured, open source CLI that automates course registration for Rutgers University made using Node.js & Puppeteer.
- Utilized Commander.js and Inquirer.js to build an attractive and user-friendly UI including live notifications with node-notifier.

### Rescue | PennApps XVIII

- A webapp that connected rescuers and victims during natural disasters.
- Worked with Google Map's API and MongoDB to create a live interactive map.
- Utilized web sockets to provide real time messaging between users.

### Rutgers Course Searcher | Summer 2018

- An improved course search engine for Rutgers University written using Express, EJS, and PostgreSQL.
- Designed and implemented an engaging front-end from scratch.
- Created a reliable commenting and rating system for users.