RYAN STARK

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EDUCATION

University of Maryland, College Park   **Honors**
B.S., Computer Science - May 2020   *University Honors College*
Minor: Creative Writing   *Dean's Scholarship Recipient*
Current Cumulative GPA: 3.667   *Achieved Dean's List*
Relevant Coursework: Object-Oriented Programming I & II
(CMSC 131/132), Introduction to Computer Systems (CMSC
216), Discrete Structures (CMSC 250)

EXPERIENCE

Terrapin Hackers: Marketing Team Member   **January 2017 - Present**
- Collaborated with other members of the marketing team to advertise organization meetings, services, and activities to members of Terrapin Hackers as well as the university at large
- Maintained organization's website and social media accounts
- Wrote weekly newsletter detailing organization activities and events

Carroll County Public Libraries: Page   **May 2014 to July 2016**
- Worked with circulation team to ensure smooth functioning of daily library procedures
- Trained to work front desk to assist patrons with checking out materials and with any problems they may have, including technological

SKILLS

Programming: Java, C, HTML, MATLAB, Python
Software: Microsoft Windows, Microsoft Office (Word, Excel, PowerPoint), UNIX Terminal, Eclipse, Atom, Github, Android Studio, Vim, Sublime Text 3, Adobe Photoshop

ACTIVITIES

Jiménez-Porter Writers' House   **August 2017 - Present**
- Lived in an environment with other writers to collaborate and hone writing skills
- Critiqued others' written work as well as received feedback on own work at weekly workshops

Bitcamp 2017   **April 2017**
- Developed a "slideshow" of pictures using a GUI developed in Java with fellow participants
- Learned to develop Chrome Extensions at workshop

Linganore High School: English Honors Society President **August 2015 to May 2016**
- Coordinated with advisor and board members to plan events promoting interest in scholarly English
- Organized logistical functions of the society, including tracking member service hours and maintaining the society's Weebly site.

INDEPENDENT PROJECTS

Android App UI   **July 2017**
- Developed simple Android app UI and behavior to take input in a text box and display that input on a separate screen
- Applied knowledge of Android Studio and the Android work environment to independently implement Java knowledge

Sudoku   **June 2017**
- Created Sudoku puzzle simulator in Java that prompted users to solve puzzles in a graphical environment