

## Contact Information

---

**Name:** Jake Ryan  
**Email:** jake@su.edu  
**Phone:** 123-456-7890  
**Location:** Georgetown, TX

## Social Links

---

- linkedin: [linkedin.com/in/jake](https://www.linkedin.com/in/jake)
- github: [github.com/jake](https://github.com/jake)

## Summary

---

Enthusiastic computer science graduate with a strong background in software development, research, and IT support. Passionate about problem-solving, full-stack development, and collaborative work environments.

## Skills

---

Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R, React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI, Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, pandas, NumPy, Matplotlib

## Work Experience

---

**Title:** Undergraduate Research Assistant  
**Company:** Texas A&M University  
**Duration:** June 2020 - Present

Developed a REST API using FastAPI and PostgreSQL to store data from learning management systems. Developed a full-stack web application using Flask, React, PostgreSQL and Docker to analyze GitHub data. Explored ways to visualize GitHub collaboration in a classroom setting

**Title:** Information Technology Support Specialist

**Company:** Southwestern University

**Duration:** Sep. 2018 - Present

Communicate with managers to set up campus computers used on campus. Assess and troubleshoot computer problems brought by students, faculty and staff. Maintain upkeep of computers, classroom equipment, and 200 printers across campus

**Title:** Artificial Intelligence Research Assistant

**Company:** Southwestern University

**Duration:** May 2019 - July 2019

Explored methods to generate video game dungeons based off of The Legend of Zelda. Developed a game in Java to test the generated dungeons. Contributed 50K+ lines of code to an established codebase via Git. Conducted a human subject study to determine which video game dungeon generation technique is enjoyable. Wrote an 8-page paper and gave multiple presentations on-campus. Presented virtually to the World Conference on Computational Intelligence

## Education

---

**Degree:** Bachelor of Arts in Computer Science, Minor in Business

**Institution:** Southwestern University

**Duration:** Aug. 2018 - May 2021

**GPA/Percentage:** 3.75 / 4.0

**Degree:** Associate's in Liberal Arts

**Institution:** Blinn College

**Duration:** Aug. 2014 - May 2018

**GPA/Percentage:**

## Projects

---

**Name:** Gitlytics

Developed a full-stack web application using Flask serving a REST API with React as the

frontend. Implemented GitHub OAuth to get data from user's repositories. Visualized GitHub data to show collaboration. Used Celery and Redis for asynchronous tasks

**Name:** Simple Paintball

Developed a Minecraft server plugin to entertain kids during free time for a previous job. Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review. Implemented continuous delivery using TravisCI to build the plugin upon new a release. Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin

## Certifications

---

**Name:** Google IT Support Professional Certificate

Coursera

**Name:** AWS Certified Cloud Practitioner

Amazon Web Services

**Name:** Certified Python Programmer

Dummy Institute

## Achievements

---

**Name:** Awarded Undergraduate Research Grant

Texas A&M University

**Name:** Placed Top 10 in XYZ Hackathon

2020

**Name:** Published paper in Conference on Computational Intelligence

## Other

---

**Hobbies:** Game development, retro game collecting, competitive coding, hiking, and reading sci-fi novels

**Languages:** English (Fluent), Spanish (Intermediate), Japanese (Basic)