

Ryan Enns

Software Developer

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Skills

- Implement solutions in Visual Studio using C/C++/C#.
- Develop .NET Windows desktop applications using C# and XAML.
- Design static and dynamic web pages using HTML, JavaScript, ASP.NET, PHP.
- Strong knowledge of object oriented programming in various languages. (C++/Java/C#)
- Very strong written and verbal communicative abilities.
- Familiar with and interested in Agile/Scrum programming methodologies.

Work Experience

MAY 2021 - AUGUST 2021

Conestoga College, Kitchener, Ontario - *Student Software Technician*

- Updating computer programs & device firmware.
- Diagnosing and fixing broken computers.

Education

SEPTEMBER 2018 - MAY 2019

Seneca College, Toronto, Ontario

Studied computer programming and analysis; maintained a 3.8 GPA.

Highlights:

- *C/C++ Programming*
- *Web Development using HTML, CSS, JavaScript*
- *Linux shell & bash scripting*

SEPTEMBER 2019 - PRESENT

Conestoga College, Waterloo, Ontario

Studying Software Engineering Technology; maintaining a 3.6 GPA.

Highlights:

- *Understanding and implementation of various data structures and algorithms.*
- *Creating Windows desktop applications using C# .NET and XAML.*
- *Exploring and understanding database theory and implementation.*
- *Writing scripts and implementing databases using MySQL.*
- *Creating dynamic web pages using ASP classic and .NET, PHP, and other web technologies.*

Currently Learning:

- *Android development using Java & Kotlin.*
- *C/C++ development in a Unix/Linux environment*
- *Advanced networking application development.*

Project Work

- YouTube search engine optimization tool in Java; scrapes YouTube videos and analyzes titles, descriptions, tags, and other components to determine keywords and keyphrases.
- Transportation Management System in C# .NET - analyzes shipping routes and determines various cost effective and time efficient carrier solutions within Southern Ontario.
- See [my GitHub](#) for more small scale projects.

Activities & Interests

2011 - PRESENT

Electronic Music Production, Sound Design, & Audio Editing

- I enjoy expressing my creative side through [my music compositions](#).
- Written, mixed and mastered music in FL Studio and other DAWs for over 10 years.
- Strong interest in audio hardware and software.

2014 - PRESENT

Graphic Design & Video Editing

- Edited videos for personal projects using Adobe Premiere Pro.
- Created various logos and marketing materials for personal projects in Adobe Photoshop and Illustrator CC.

2016 - PRESENT

3D Modeling & Game Engines

- Limited experience using Unity3D & Unreal Engine.
- Worked with 3D modeling & animation using Blender.
- Familiar with other 3D applications including Maya, 123D, and Hammer Editor.

References

Available upon request.