RYAN YOUNG

SOFTWARE ENGINEER

SUMMARY

Software Engineer who excels at critical thinking and is driven by an everlasting desire to solve problems. A quick learner who will persevere through whatever challenges that may be encountered when finding solutions. Driven by a desire to innovate and make an impact on the world for the better.

TECHNICAL SKILLS

Programming Languages
- C#   - Javascript
- HTML   - CSS
- Ruby   - Matlab

Frameworks
- React   - React-Native
- Ruby on Rails

Tools
- Jest   - Rspec

Other
- Git   - Unity

CONTACT

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Github: https://github.com/myzyryzm
Location: San Diego, CA

PROJECTS

BattleThrones

Javascript | CSS | React | React-Native   *Nov 2019*

- Game of Thrones themed Battleship game created in React that tested my ability to program an AI with Javascript
- Created a mobile version to hone my skills with React-Native

RZ Drift

C# | Unity   *July 2018-July 2019*

- Built a mobile racing/drifting game on my own with Unity and C#
- Taught myself Automotive Engineering in order to develop the vehicle physics

EXPERIENCE

Student

LEARN Academy   *Oct 2019 – Jan 2020*

- Garnered 480+ hours of coding experience in a web development boot camp
- Gained experience and proficiency in programming languages such as Javascript and Ruby as well as frameworks such as React and Rails
- Refined communication skills in exercises that utilized pair programming and mob programming

Emergency Room Scribe

St. Joseph's Hospital (Orange, CA)   *June 2010 – June 2016*

- Learned how to operate in high-pressure situations
- Refined my ability to multi-task where multi-tasking has become second nature to me

EDUCATION

University of California, Santa Barbara (UCSB)

B.S. Chemical Engineering   *June 2018*