

Jake Ryan

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EDUCATION

Southwestern University <i>Bachelor of Arts in Computer Science, Minor in Business</i> 2021	Georgetown, TX Aug. 2018 – May
Blinn College <i>Associate's in Liberal Arts</i> 2018	Bryan, TX Aug. 2014 – May

EXPERIENCE

Undergraduate Research Assistant <i>Texas A&M University</i>	June 2020 – Present College Station, TX
<ul style="list-style-type: none">Developed a REST API using FastAPI and PostgreSQL to store data from learning management systemsDeveloped a full-stack web application using Flask, React, PostgreSQL and Docker to analyze GitHub dataExplored ways to visualize GitHub collaboration in a classroom setting	
Information Technology Support Specialist <i>Southwestern University</i>	Sep. 2018 – Present Georgetown, TX
<ul style="list-style-type: none">Communicate with managers to set up campus computers used on campusAssess and troubleshoot computer problems brought by students, faculty and staffMaintain upkeep of computers, classroom equipment, and 200 printers across campus	
Artificial Intelligence Research Assistant <i>Southwestern University</i>	May 2019 – July 2019 Georgetown, TX
<ul style="list-style-type: none">Explored methods to generate video game dungeons based off of <i>The Legend of Zelda</i>Developed a game in Java to test the generated dungeonsContributed 50K+ lines of code to an established codebase via GitConducted a human subject study to determine which video game dungeon generation technique is enjoyableWrote an 8-page paper and gave multiple presentations on-campusPresented virtually to the World Conference on Computational Intelligence	

PROJECTS

Gitlytics <i>Python, Flask, React, PostgreSQL, Docker</i>	June 2020 – Present
<ul style="list-style-type: none">Developed a full-stack web application using with Flask serving a REST API with React as the frontendImplemented GitHub OAuth to get data from user's repositoriesVisualized GitHub data to show collaborationUsed Celery and Redis for asynchronous tasks	
Simple Paintball <i>Spigot API, Java, Maven, TravisCI, Git</i>	May 2018 – May 2020
<ul style="list-style-type: none">Developed a Minecraft server plugin to entertain kids during free time for a previous jobPublished plugin to websites gaining 2K+ downloads and an average 4.5/5-star reviewImplemented continuous delivery using TravisCI to build the plugin upon new a releaseCollaborated with Minecraft server administrators to suggest features and get feedback about the plugin	

TECHNICAL SKILLS

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