Ryan Peffers

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Education

University of California, Santa Barbara

Bachelor of Science in Computer Science

Graduated: June 2016

GPA: 3.12

Experience

National Rowing and Sculling League, Community Rowing Inc. | Boston, Massachusetts

Chief Front End Developer

August 2016 – Now

- Created a Ranking Website for elite rowers that uses statistical analysis to compare different race results
- Designed and wrote the Front End using HTML, CSS, and Javascript and set up website with a LAMP stack
- Helped with the back end PHP and MySQL by writing queries and scripts to sort rower data
- Designed all of the User Interface/Experience and the main layout for the website
- Site can be found here: http://www.nationalrowingandscullingleague.com/

UCSB Department of Computer Science Undergraduate Advising Committee | Santa Barbara, California
Member of the Undergraduate Advising Committee Oct. 2015 – Jun. 2016

- Worked with Computer Science faculty and the department to put on events for undergraduates
- Helped market the events to as many students as possible and used my public speaking ability to talk about these events in classrooms
- Advised on potential professor hirings and gave input on the current curriculum for undergraduates

UCSB Rowing | Santa Barbara, California

Student-Athlete, Website Officer, and Secretary

Sept. 2012 - Jun. 2016

- Was elected the Website Officer my Junior year and took care of maintaining the websites content
- Helped create the team website with Wordpress which can be found here: http://ucsbcrew.org/
- Was elected team Secretary from 2015-2016 and was responsible for media outreach and newsletters
- Over 25+ hours of practice and competition every week for all four years of college

Projects

Contenant Android App

- Created an Android app for people looking to buy a new home that lets them compare different options by saving images and notes about the home
- Implemented Picasso for image viewing and implemented multiple activities for viewing and editing homes and rooms in the app
- Created it with User Experience in mind and documented the design process and manual

HTTP Proxy Server

- Created an HTTP proxy server in Python that listens for client requests and sends them to a destination as well as accepting the destination's response and sending it to the client
- By listening on a specified port, this allows the proxy server to sniff all traffic to and from the client
- Added options for logging all traffic to and from the client and used threads to handle concurrent requests

Skills

- Technical Languages: Proficient: PHP, HTML, CSS, C++ | Familiar: C, Python, MySQL, Javascript, Java
- Tools/Frameworks/OS: Git/GitHub/Bitbucket, Wordpress, Android Studios, Linux/Windows/OS X
- Applications: Microsoft Word/Excel/Powerpoint