

# RYAN KROLICK

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## Education

2001–2005 **Bloomsburg University** Bloomsburg, PA



- B.S. in Computer Science
- Art Studio Minor

2016 **General Assembly** Washington, DC



- Web Development Immersive, a full-time three-month coding bootcamp program.
- Worked with and learned many modern web development technologies.

## Skills and Competencies

JavaScript • jQuery • NodeJS  
Angular • Express • MongoDB  
PostgreSQL • Active Record • Ruby  
Ruby on Rails • HTML • CSS • PHP  
C/C++ • Java • Visual Basic  
Visual Studio • Eclipse • JBuilder  
Adobe Suite • MS Office

## Experience

2016 **General Assembly, Web Development Immersive** Washington, DC



- Created a JavaScript game that mixed memory and Pacman.
- Created a site using Ruby on Rails that allowed users to upload and share save game files for the video game Factorio. The app automatically looked into uploaded files and pulled out a custom screenshot for display on the page.
- Worked with a team to create an app for doctors which allows users to create and update patient information, including standard lab results presented graphically. The app was created with Angular and Ruby on Rails.
- Created a multiplayer game where players launch missiles at opposing players using canvas and Phaser.io. The server was created with Node.js and communicated with websockets.
- All apps were created within a week or less, shortly after learning the associated language or technology.

2013 - 2016 **Cornell University, Building and Student Services Coordinator** Washington, DC



- Provided input to development team of a new program website.
- Created, uploaded, and managed content to both new and old program websites.
- Used Photoshop, Illustrator, and InDesign to create informative and marketing signs.
- Closely monitored building status and worked with facilities to ensure problems were addressed.

2008 - 2013 **Cornell University, Public Computing/Information Student Coordinator** Ithaca, NY



- Created, instructed, and coached multiple technology related workshops to provide training and knowledge to university students, staff, and faculty in a classroom environment. Subjects included Adobe Premiere, Adobe Photoshop, HTML, and Excel.
- Created and maintained computing related content to both old and new library websites.
- Trained in reference services to provide research assistance to library users.
- Researched new technology and its possible application within the library system.
- Created and maintained a Student Computer Operator work force to provide additional technical assistance to library patrons.
- Hired, trained, and managed 20+ students between CL3 operator and SCO positions.

## Additional Pertinent Projects

2010 - 2013 **Olin & Uris Web Development Team** Ithaca, NY

- Worked with library staff to design, develop, and maintain a new library website.
- Created and uploaded content to newly created website.

2011 - 2013 **Co-Chair of the Cornell Library Public Computing Advisory Committee** Ithaca, NY

- Investigated and responded to various tech-related issues throughout campus.
- Presented work and findings to the Public Services Executive Committee.

2004 **Campground Management System Developer** Bloomsburg, PA

- Application tracked and maintained registrations for campsites by individuals and groups.
- Application interacted with a central database made in Access and querying through JDBC.