

# RYAN PIEDRAHITA

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## EDUCATION

**STEVENS INSTITUTE OF TECHNOLOGY**, Hoboken, NJ Sept 2021 - May 2025 (expected)  
*Bachelor of Engineering (B.E.) Computer Engineering, Minor in Engineering Management* 3.58 GPA

- Edwin A Stevens Academic Scholarship Recipient (all eligible semesters)
- Relevant Coursework: SQL Database Management, Multivariable Calculus, Operating Systems, Project Management, Image Processing

## SKILLS

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Languages & Tools: JavaScript and TypeScript (React, Angular, Next.js, Node.js and NPM, Express), C++, C, Assembler, Git, Azure DevOps, SQL, C# (.NET 6, Unity)  
- Teaching and Guidance, Collaboration, Management and Leadership  
- Spanish

## EXPERIENCE

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**PROTIVITI**, New York City, NY Summer 2024  
*Software Engineering Intern*

- Walked through the report distribution process with front-end, back-end, and client engineering teams to fully understand existing DevOps and development processes, collaborating to finalize requirements for the refactor of a previous development team's application to ensure secure report distribution and a more seamless user experience.
- Developed a back-end service in .NET 6 that exposed an endpoint with inputs and returned a formatted SQL table for consumer use.
- Designed a front-end application that leveraged the endpoint to display user-authorized entries only, enhancing security and user experience.
- Optimized outdated build and deployment pipelines, improving configurations in Azure Dev Ops for increased efficiency and reliability.

**STEVENS INSTITUTE OF TECHNOLOGY**, Hoboken, NJ April 2024 - Ongoing  
*Research Assistant (Application Development)*

- Built and designed a VR education tool using Unity with Meta XR SDKs to improve the undergraduate learning experience.
- Led a team of Computer Science students in design, development and release of the application.
- Performed QA testing with volunteer undergraduates prior to deployment.

**STEVENS PRE-COLLEGE PROGRAM**, Hoboken, NJ Summer 2023  
*Teaching Assistant*

- Taught a 2-hour evening session for a Unity collaborative game design class.
- Managed student teams throughout the development process and ensured cooperation.

## PROJECTS - [RPIE.DEV](https://rrpie.dev)

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**X86 ASSEMBLER SIM** Jan - Feb 2023  
[github.com/rrpie/ASM](https://github.com/rrpie/ASM) \* [rrpie.github.io/ASM](https://rrpie.github.io/ASM) Next.js

- Developed an x86-64 ASM simulator to help undergraduate engineering students looking to learn low-level languages without the hassle of setting up an environment.
- Accurate results on the simulated stack, memory and registers.

**DISCORD BOTS** 2020 - 2023  
[github.com/rrpie/autovc](https://github.com/rrpie/autovc) \* [top.gg/bot/775891705270239263](https://top.gg/bot/775891705270239263) Node.js

- Created a server-side, event-driven Discord chat bot designed to improve user experience on the app.
- Helped and solved any issue brought up to me by current and prospective collaborators concerning discord utilizing the tools provided by the Discord API.