

RYAN PIEDRAHITA

West New York, NJ • rpiedrah@stevens.edu • 201-640-1938 • [linkedin.com/ryanpie](https://www.linkedin.com/ryanpie)

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

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

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- Optimized outdated build and deployment pipelines, improving configurations in Azure Dev Ops for increased efficiency and reliability.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)

X86 ASSEMBLER SIM Jan - Feb 2023
github.com/rrpie/ASM * 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 * 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.