Rylan Schubkegel

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EDUCATION

George Fox University, Newberg OR *2022, 3.86 GPA*

Bachelor of Science in Computer Science, George Fox Honors Program

Relevant Coursework: Senior Design, Operating Systems, Artificial Intelligence, Database Systems, Computer Architecture & Assembly Language, Data Structures, Software Engineering, Object-Oriented Analysis & Design, Analysis of Algorithms, Human-Computer Interactions, Servant Engineering, Web-Based Programming

Skagit Valley College, Mt. Vernon WA *4.0 GPA*

TECHNICAL EXPERIENCE

Front-End Designer & Programmer - Voluntime *Apr 2022*

- Designed and programmed user interface of 1st place winning project for 30-hour Code Jam
- Built frontend using HTML, CSS, and JavaScript with the React.js framework and Material UI library
- Collaborated with backend team to integrate with Node.js API running on Heroku with Postgres database

Portfolio Website *Aug 2020 - Present*

- Developed portfolio website using HTML and Markdown in the Jekyll framework
- Implemented site responsivity with JavaScript and jQuery
- Styled site using CSS, SCSS, and Bootstrap framework

Team Manager, UX Research - Daimler Truck North America *Aug 2021 - Apr 2022*

- Managed project by presenting to client, communicating with advisors, and scheduling team meetings
- Designed and built Universal Windows Platform application with C#, XAML, and WinRT APIs
- Deployed application to Hololens 2, proctored usability testing, and created insights for client

Movie Database - George Fox University *Aug 2021 - Dec 2021*

- Led team of 3 by managing Git repository, scheduling weekly meetings, and consistently communicating
- Rebuilt existing database with new ER diagrams and PostgresSQL schema
- Wrote Python scripts to translate 91,000+ lines of HTML & XML into SQL insert statements

Computer Vision Glasses - Servant Engineering, George Fox University *Aug 2020 - May 2021*

Description: Our team designed an AAC device to assist blind and visually impaired individuals navigate their environment with the aid of computer vision. We created user personas, built paper prototypes, designed interaction flowcharts, and trained our own ML model.

Technologies: Python, Pytorch, Anaconda, Git

Soft-ware Engineer, Rental Management App - George Fox University *Aug 2020 - Dec 2020*

- Created requirements specification document in LaTeX for property management software

- Designed Gantt chart to schedule project milestones and weekly SCRUM stand-ups
- Crafted functional and non-functional requirements, unit tests, integration tests, and user acceptance tests

WORK EXPERIENCE

Instructor, Coding With Kids, Remote   *May 2021 - Aug 2021*

- Taught fundamental programming concepts in C#, Java, Python, and Scratch
- Singlehandedly ran 13 online camps and 3 weekly classes to students ranging from age 6 to age 17
- Outperformed peers, earning a promotion before the end of the summer

Cashier, Haggen Inc Food and Pharmacy, Mt. Vernon WA   *2015 - Jul 2020*

- Provided exceptional customer service by building relationships with returning clientele
- Promoted to cashier position based on dependability and customer rapport
- Offered supervisor position by management shortly before leaving

Graphic Designer, Freelance, Remote   *2014 - 2021*

- Designed and illustrated company logo for Westview Publishing and 2 of their book covers
- Designed and illustrated 3 album covers for Nashville recording artists

Founder & CEO, Simply Scribbly, Mt. Vernon WA   *2017 - 2018*

- Licensed personal company through Washington State Department of Revenue
- Designed, illustrated, printed, and shipped hundreds of greeting cards from home
- Sold greeting cards in Seattle Children's Hospital gift shop

Public Speaking Coach, Skagit Defenders Speech Club, Mt. Vernon WA   *Sep 2016 - Sep 2017*

- Designed curriculum with a focus on interpretive speeches
- Taught classrooms of 12-20 students in middle school and high school
- Gave personal feedback and guidance to struggling students

Art Tutor, Freelance, Mt. Vernon WA   *2016 - 2018*

- Designed curriculum, created materials, and taught weekly animation classes for 3 students
- Organized and led a one-day drawing workshop with 6 students

SKILLS

Programming Languages:	Python, Java, JavaScript, C#
Markup, Styling, Typesetting:	HTML, XML, XAML, Markdown, CSS, SCSS, LaTeX, UML
Query Languages:	PostgresSQL, GraphQL
Development Tools:	Git, Docker, Make, Anaconda
Development Environments:	VS Code, Visual Studio, IntelliJ, Android Studio, Eclipse
Web Frameworks:	Node.js, Express, React.js, Next.js, jQuery, Bootstrap, Jekyll
Windows Frameworks:	WSL, .NET, XNA

HONORS AND AWARDS

- Received "Outstanding Computer Science Student" award of excellence for graduating class 2021-2022
- Chairperson for the George Fox computer science and information systems Student Advisory Board

- Qualified and competed at National Invitational Tournament of Champions for public speaking 3 years
- Nominated for membership in George Fox's industry mentorship program
- Selected by faculty advisors as project manager for senior design team

VOLUNTEER WORK

- Designed company logo for 21st Century Townball
- Designed t-shirt for Big Lake Fire Department's 55th annual fundraising event
- Judged multiple high school speech & debate competitions
- Oversaw sound & projection systems at Trinity Lutheran Church for 5+ years