

# RYAN LOFTUS

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## SUMMARY

Computer Science student skilled in full-stack development, mobile development, and Unity game programming. Proficient in React, React Native, Swift, C++, and JavaScript. Experienced with agile workflows, API design, and version control. Seeking software engineering opportunities.

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## TECHNICAL PROJECTS

SLICES • React, JavaScript, Firebase Aug 2025 - Dec 2025

- Built a casual puzzle game where players solve as many randomized puzzles as possible within 60 seconds.
- Integrated score tracking and account creation features to enhance user engagement.

Avian Adventure • React Native, JavaScript Jan 2025 - May 2025

- Created an exploration game that encouraged users to take photos of birds while outside.
- Added a fully interactive live map that allowed users to track where pictures were taken, and a leaderboard functionality to add a competitive aspect to the game.

Pixel Putt • Unity, C# Aug 2024 - Dec 2024

- Developed a 3D mini golf game featuring randomized generation and interactive power-ups.
  - Implemented physics-based mechanics for ball movement and collision handling to ensure smooth gameplay.
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## OTHER EXPERIENCE

Access Services Technician • Villanova University, Villanova, PA Oct 2023 - Present  
STEM Activity Specialist • ESF Camps, Chester Springs, PA Jun 2018 - Aug 2024

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## EDUCATION

Master of Science in Software Engineering • Villanova University, PA Aug 2025 - May 2027

- Participated in Villanova's Combined B.S./M.S. Program

Bachelor of Science in Computer Science • Villanova University, PA Aug 2023 - May 2026

- GPA: 3.79/4.0
- Minor: Cybersecurity

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## SKILLS

- Programming: C, C++, Python, Java, JavaScript, SQL
- Web & Mobile: React, React Native, HTML, CSS, Swift
- Tools: Git, VMware, Unity, Adobe Creative Suite
- Software: Full-stack development, Agile workflows, version control
- Design: UI/UX and graphic design