

Ryan Loftus

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EDUCATION

Villanova University, College of Arts and Sciences

Expected May 2026

B.S. in Computer Science, Minor in Cybersecurity, GPA: 3.7

Villanova, PA

Study Abroad: Queens University, Belfast, Northern Ireland (Mar 2025)

Honors: Acceptance into Combined B.S./M.S. Software Engineering Program (Expected May 2027)

Coursework: Platform-Based Programming, Game Development, Full-Stack Web Development, Large Language Models, Software Studio

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, C#, SQL, Java, C++, React

ML/AI: PyTorch, HuggingFace, Prompt Engineering

Infrastructure/Tools: Docker, REST APIs, CI/CD, Git, Agile

EXPERIENCE

Access Services Technician

Oct 2023 – Present

Villanova University

Villanova, PA

- Assist patrons with basic technology needs, including computer troubleshooting, printer/scanner support, and navigation of digital resources.
- Help users access online databases, e-books, and research tools, offering guidance on search strategies and digital literacy skills.
- Assist with public computers, including helping patrons understand file management, web navigation, and basic coding or STEM-related resources when applicable.

STEM Activity Specialist

June 2018 – Aug 2024

ESF Camps

Chester Springs, PA

- Designed and led age-appropriate coding activities for campers ages 8–14 using tools such as Scratch, Code.org, and introductory Python.
- Taught foundational computer science concepts, including algorithms, loops, conditionals, and debugging, through hands-on projects and interactive lessons.
- Guided campers through creating simple programs, games, and animations, fostering creativity and computational thinking.
- Provided individualized support to help campers troubleshoot code, understand concepts, and gain confidence with technology.

PROJECTS

Portfolio Website | *Astro, HTML, CSS*

- Designed and built a static personal website to showcase projects and experience with fast load times
- Implemented responsive layouts and component-based pages using Astro for maintainability
- Styled pages with modern CSS to ensure consistency across desktop and mobile devices

SLICES | *React, JavaScript, Firebase*

- Built a fast-paced puzzle game where players solve randomized challenges within a 60-second time limit
- Implemented user authentication and persistent score tracking using Firebase to support accounts and replayability
- Designed game state management and timing logic to ensure consistent difficulty scaling and smooth gameplay flow

Avian Adventure | *React Native, JavaScript, APIs*

- Developed a mobile exploration game encouraging outdoor activity through bird photo collection
- Integrated an interactive live map to visualize photo locations and user movement in real time
- Added leaderboard functionality to drive engagement and competition among users

Pixel Putt | *Unity, C#*

- Created a 3D mini golf game with procedurally generated courses and interactive power-ups
- Implemented physics-based ball movement and collision handling using Unity's physics engine
- Tuned gameplay mechanics to balance realism and accessibility across multiple course layouts

HONORS & AWARDS

Ichiban Award

August 2023

- Recognizing a Team member from each ESF Site for consistently excelling and going above and beyond in many areas including camper and parent satisfaction, teamwork, leadership, and spirit.

Villanova University Dean's List

December 2023 - December 2025

- Recognized for sustained academic performance across five semesters.