

# Ryan Wendell

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github.com/rwendell

## Skills

### Languages

Java  
C, C++  
SWI-Prolog  
Javascript  
Python  
PHP  
HTML, CSS

### Frameworks, Libraries, APIs

Bootstrap  
Spring  
JDBC  
JUnit  
Mockito  
Hibernate  
Volley  
CasperJS  
ncurses

### Tools

Git  
Bash  
Microsoft Office  
Adobe CC  
MySQL Workbench  
JetBrains Suite  
Postman  
SSH  
Gradle & Maven  
Evolus Pencil

## Clubs & Activities

### Alpha Sigma Phi Fraternity

House-Man

### Computer Science and Software Engineering Club

Member

### HackISU

Contestant

### Running Club

Member

### Polar Plunge

Fundraiser

## Education

### Iowa State University • Ames • IA

Bachelor of Science, Computer Science

Expected Graduation Date – May, 2020

Relevant Coursework : Discrete Computational Structures, Data Structures, Object Oriented Programming, Computer Architecture & Machine Level programming, Database Management Systems, Software Development Practices, Digital Logic, Programming Language Principles, Design and Analysis of Algorithms, Software Testing, Network Security, Operating Systems, Motion Strategy Algorithms

## Experience

### The Lucky Monk • Barrington

(2019 - 2020)

Server

- Recommended beer and wines based on previous experience
- Managed large and small guest gatherings

### Docks Bar and Grill • Wauconda • IL

(2017)

Server

- Skillfully anticipated and addressed guest service needs
- Resolved problems with customers in order to maintain satisfaction

### BERKSHIRE HATHAWAY VISIONS REALTY • Barrington

(2012 - 2017)

Administrative Assistant

- Administered daily office operations for staff of 50 employees

### Jersey Mike's Subs • Lake Zurich

(2016 - 2017)

Shift Leader

## Projects

### Collaborative Drawing Application

Backend Developer

- Created a network based drawing application which allows users to create and work on drawing with other users dynamically using UDP and HTTP request/response
- Utilizes Spring backend and Android frontend with MySQL database
- Developed using Scrum methodology

### Roguelike Game

- Developed a roguelike game utilizing C, C++, and the ncurses library in a linux environment
- Randomly generated dungeon that allows the user to explore, pick up equipment, and fight enemies

### Two-way Radio Repeater

- Collaborated with team of 3 students
- Utilized Java, shell scripting, and Raspberry Pi

### Platforming Game

- Created a two-dimensional platformer using Java
- Received high marks from judging team

### Password Manager

- Wrote a password manager using Java which stored and encrypted multiple logins for users