

Ryan Wendell

(224) 723 4213

ryanjwendell@gmail.com

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 – Dec, 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

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

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