

Ryan Moll

Senior at University of Oregon with high enthusiasm and good work ethic seeking a job.

References available upon request.

Education

University of Oregon, Eugene, Oregon

September 2018 – June 2020

- Computer Science Major
- Dean's List student with a 3.72 departmental GPA

Gonzaga University, Spokane, Washington

August 2016 – May 2018

- Dean's List student

Work Experience

CDK Global, Portland, Oregon

June 2019 – September 2019

Software Engineering Intern

- Created an automation program to back up phone systems for phone install engineers using Python scripting
- Reduced the amount of time for installs significantly for the engineers and decreased the chances of human error
- Utilized RESTful APIs to gather data for automated reporting tools
- Worked in an agile scrum development environment and wrote code in an internal development platform

Bluevolt: Learning Management Solutions, Portland, Oregon.

August 2016/ May 2018 – August 2018

Software Engineering Intern

- Collaborated with a team of 6 developers and other employees in an agile scrum development environment to work on software products and meet deadlines
- Wrote code for projects in the codebase primarily in C#, SQL, and HTML, in addition to working with excel and data organization

Projects

Flask Brevet Checkpoint Calculator

- Flask web server built for my Software Engineering class which hosted a calculator that generated checkpoint times for a Brevet bicycling event given a start time, checkpoint distances, and a total distance.
- Data submitted to the calculator was stored in a database using MongoDB and was accessible through token protected RESTful APIs that I created. To access these APIs, a user could register an account, thus generating a token. User data including the username and hashed password were stored in a separate database with MongoDB as well.
- The entire project was packaged with Docker.

The Grappler PC Game

- Computer game made with Unity. First person style puzzle game. The code was written in Mono, the Unity variant of C# and I collaborated with other developers with Git.

Fitbit Awareness Sensor for Driving

- Headed a team of 4 at the Demohacks MLH Hackathon in building a Fitbit app that measures metrics to detect if the wearer falls asleep at the wheel, and vibrates to wake them up.
- Fitbit app built with JavaScript and HTML. Created using native Fitbit framework and Fitbit APIs to retrieve data.

Extracurricular Activities

Gonzaga Makers and Developers Club

September 2017 – December 2017

- Interfaced with other Computer Science students on group projects for the school and other clubs, using Git to collaborate, and working primarily in C++, Java, and SQL

Boy Scouts

April 2008 – March 2016

- Eagle Scout Award- 2015
- Led an 80 scout troop in community service events, outdoor outings, summer camps, and weekly meetings

Skills

- Python, Git, JavaScript, HTML, C++, Unix, Docker, MongoDB, Flask, Java, VSTS, SQL, C#