Ryan Jacob Pfeifer

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EDUCATION

- **B.S. Computer Science Texas A&M University** **May 2020**
  - GPA: 3.96
  - Minors: Game Design and Development, Cybersecurity
  - *Related Coursework:*

Game Development	Operating Systems
Game Design	Software Reverse Engineering
Level Design	Computer and Network Security
Computer Graphics	Artificial Intelligence

WORK EXPERIENCE

- **Software Engineering Intern at Synchrogrid** **May 2019 – August 2019**
  - Worked at a startup company on the back-end of a smart grid Node.js application in C++
  - Utilized an industry-specific language (CUPL) to automate relay settings calculations on power lines
  - Made and published a Visual Studio Code syntax highlighter for CUPL which has been installed over 160 times
  - Built an automated testing framework for the back-end of the application using Jest and the SheetJS API

COMPETITIVE PROGRAMMING

- **Chillennium 48 Hour Game Development Competition - 1st Place Overall Winner** **Fall 2019**
  - Competed in an interdisciplinary team to develop a video game in 48 hours using Unity and C#
  - Developed gameplay mechanics and AI behavior
  - Won 1st Place Overall out of over 90 games judged with around 400 participants
- **TAMUhack 24 Hour Coding Competition** **Spring 2019**
  - Participated with a team of programmers to create a web-based multiplayer game
  - Programmed the front-end of a Node.js application using HTML, CSS, and JavaScript
- **HowdyHack 24 Hour Coding Competition** **Fall 2018**
  - Used C# and Microsoft Azure's machine learning library to make a chat-bot prototype

PROJECTS

- **Senior Capstone Design Project – Team Leader** **Spring 2020**
  - Leader on a team of programmers tasked with creating a semester-long web application project
  - Implemented front-end systems using HTML, CSS, and JavaScript with the anime.js animation library
- **Game Development Project - Frog and Croc** **Fall 2019**
  - Worked on an interdisciplinary team to develop a semester-long video game project using Unity and C#
  - Created gameplay mechanics, programmed player controls, and designed levels
  - Highly praised by a panel of professional game developers
- **Personal Project - Summon the Spell Book** **Summer 2019**
  - Collaborated with an interdisciplinary team to develop a game using Unity and C#
  - Programmed character controls, developed AI behavior, designed gameplay mechanics, and designed levels
- **Volunteering - Coding Lessons for 5th Grade Students** **Fall 2016 – Spring 2019**
  - Organized and prepared slideshows and code samples for the Hour of Code using Google Slides and repl.it
  - Taught lessons covering various programming concepts such as AI, cryptography, and binary numbers
- **Personal Project - Music Visualizer** **Summer 2018**
  - Created a webpage to visualize the waveform of any given .mp3 file
  - Used HTML, CSS, and JavaScript with the Web Audio API to display dynamic graphics
- **Interactive Virtual Environments Project - Reflector VR** **Spring 2019**
  - Produced a VR game with an interdisciplinary team using Unity, C#, and HTC Vive hardware
  - Utilized the SteamVR API to create gameplay mechanics, program AI behavior, and design levels
  - Demoed the game at the Vizagogo Visualization Showcase and allowed attendees to play the game

SKILLS

- **Programming Languages**
  - C++, Java, C#, HTML, CSS, JavaScript, Python, x86 Assembly
- **Software**
  - Git, Unity, OpenGL, GLSL, Android Studio, Node.js