

Ryan Jacob Pfeifer

OBJECTIVE

I am looking for an opportunity to broaden my knowledge of computer science and gain more professional work experience through an internship.

EDUCATION

- **B.S. Computer Science Texas A&M University (in progress)** **May 2020 (estimated)**
 - Current College GPA: 3.94
 - Minors: Game Design and Development, Cybersecurity
 - *Related Coursework:*

Engineering Calculus I, II, and III	Introduction to Programming
Data Structures and Algorithms	Discrete Structures for Computing
Linear Algebra	Computer Organization
Programming Languages	Design and Analysis of Algorithms
Programming Studio	Introduction to Computer Systems

TEAMWORK AND PROJECTS

- Participated in annual Chillennium 48 Hour Game Design Competition (2016 - 2018)
 - Created games in teams of 4 in 48 hours using Unity and C#
- Taught bi-annual coding lessons to 5th grade students (2016-2018)
- Participated in TAMUhack 24 Hour Coding Competition (Fall 2016)
 - Used Python to create a statistical analysis program
- Project Manager for Aggie Coding Club Projects (Spring 2017, Fall 2017)
- Team member for Aggie Coding Club Projects (Spring 2018)
 - Redesign of club website using React.js with AGILE development
- Created a Random Choice Generator Mobile App using Android Studio (Summer 2018)
- Created a Music Visualizer using JavaScript and the Web Audio API (Summer 2018)

SKILLS

Programming Languages

- Proficient in C++, Java, Matlab
- Experience in C#, HTML5, CSS, JavaScript, Python, Haskell

Software Usage

- Proficient in Visual Studio, Microsoft Office, Adobe Photoshop, Adobe Premiere Elements
- Experience in Android Studio, Unity, Git, React.js

AWARDS AND ACHIEVEMENTS

- Texas A&M University Department of Engineering Dean's List (2016-2017)