

Ryan Jacob Pfeifer

➤ EDUCATION

• B.S. Computer Science Texas A&M University

Graduating May 2020

- Current College GPA: 3.95
- Minors: Game Design and Development, Cybersecurity
- *Related Coursework:*
 - Interactive Virtual Environments
 - Computer and Network Security
 - Computer Graphics
 - Operating Systems

➤ WORK EXPERIENCE

• Software Engineering Intern at Synchrogrid

May 2019 - August 2019

- Worked at a startup company on the backend of a smart grid Node.js application in C++
- Used an industry-specific language (CUPL) to automate relay settings calculations on power lines
- Built an automated testing framework for the backend of the application using Jest and the SheetJS API

➤ SKILLS

• Programming Languages

- Proficient in C++, Java
- Experience in C#, HTML, CSS, JavaScript, Python

• Software Usage

- Proficient in Git, Unity, Microsoft Office, Adobe Photoshop, Adobe Premiere Elements
- Experience in OpenGL, GLSL, Android Studio, Node.js

➤ PROJECTS

• 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 artificial intelligence in C++, user input and output in Java, graphic design in HTML, CSS, and JavaScript, and the compilation process from a C program to machine code

• Random Choice Generator Mobile App

Summer 2018

- Used Android Studio to create an Android application with a Java backend and an XML frontend

• Music Visualizer

Summer 2018

- Created a webpage to visualize the waveform of any given .mp3 file
- Used HTML Canvas, CSS, and JavaScript with the Web Audio API to display dynamic graphics

• Reflector VR

Spring 2019

- Worked in a team of 6 (artists and programmers) to build a VR game with HTC Vive hardware
- Used Unity and C# with the SteamVR API to program enemy AI, create game mechanics, and design levels
- Presented the game at the Vizagogo Visualization Showcase and allowed visitors to play the game

➤ TEAMWORK

• Chillennium 48 Hour Game Design Competition - Won 1st Place Overall

Fall 2016 - Fall 2019

- Worked in teams of 4 (artists and programmers) to build fully playable video games in 48 hours
- Used Unity and C# to program gameplay controls, game mechanics, level design, and animation transitions
- Won 1st Place Overall out of 90 games judged with over 400 participants in Fall 2019

• TAMUhack 24 Hour Coding Competition

Fall 2016, Spring 2019

- Worked with 5 other programmers on an online web-based multiplayer party game
- Programmed the frontend of a Node.js application using HTML, CSS, and JavaScript

• Project Manager for Programming Studio Team

Fall 2018

- Coordinated and organized team meetings and sprints using agile development methodology
- Created a player-versus-computer single player game after 3 rounds of feedback from a panel of users

• Team Member for Aggie Coding Club Projects

Spring 2018, Spring 2019

- Redesigned the club website using React.js with agile development methodology

• HowdyHack 24 Hour Coding Competition

Fall 2018

- Used C# and Microsoft Azure's machine learning library to make a chat-bot prototype