

Ryan Jacob Pfeifer

OBJECTIVE

I am looking to gain work experience through an entry-level position in software development.

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

TEAMWORK AND PROJECTS

- Competed in Chillennium 48 Hour Game Design Competition (2016, 2017, 2018)
 - Used Unity and C# to program game physics, movement, rules, and animations
- Taught coding lessons to 5th grade students at a local elementary school (2016, 2017, 2018)
- Competed in TAMUhack 24 Hour Coding Competition (2016, 2019)
 - Used Python to create a statistical analysis program
 - Used Node.js to create an online web-based multiplayer game
- Project Manager for Aggie Coding Club Projects and Programming Studio Team (2017, 2018)
 - Coordinated and organized team meetings using agile development methodology
- Team member for Aggie Coding Club Projects (Spring 2018, Spring 2019)
 - Redesign of club website using React.js with agile development methodology
- 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)
- Competed in HowdyHack 24 Hour Coding Competition (Fall 2018)
 - Used C# and Microsoft Azure to make a chat-bot prototype

WORK EXPERIENCE

- **Software Engineering Intern at Synchrogrid** **May 2019 – August 2019**
 - Worked at a startup company on the backend of a Node.js application using C++ and an industry-specific language called CUPL

SKILLS

Programming Languages

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

Software Usage

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