Ryan Jacob Pfeifer

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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** **Graduating May 2020**
  - Current College GPA: 3.94
  - Minors: Game Design and Development, Cybersecurity
  - *Related Coursework:*
Data Structures and Algorithms	Linear Algebra
Computer Organization	Design and Analysis of Algorithms
Programming Studio	Computer and Network Security
Computer Graphics	Operating Systems

TEAMWORK AND PROJECTS

- Competed in Chillennium 48 Hour Game Design Competition (2016, 2017, 2018)
  - Created games in teams of 4 in 48 hours using Unity and C#
  - Programmed physics, movement, rules, and animations for 3 separate 2D games
- Taught coding lessons to 5th grade students (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)
  - 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

SKILLS

Programming Languages

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

Software Usage

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