

# 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 (in progress)** **May 2020 (estimated)**
  - Current College GPA: 3.94
  - Minors: Game Design and Development, Cybersecurity
  - *Related Coursework:*

Engineering Calculus I, II, and III	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	Computer Graphics
Operating Systems	Interactive Virtual Environments

## TEAMWORK AND PROJECTS

- Competed in Chillennium 48 Hour Game Design Competition (2016 - 2018)
  - Created games in teams of 4 in 48 hours using Unity and C#
- Taught coding lessons to 5<sup>th</sup> grade students (2016-2018)
- Competed 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)
- 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 Visual Studio, Microsoft Office, Adobe Photoshop, Adobe Premiere Elements
- Experience in Android Studio, Unity, Git, React.js