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, Haskell, Matlab
- **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**   **Fall 2016 – Fall 2018**
  - Worked in teams of 4 (artists and programmers) to build fully playable video games in 48 hours each
  - Used Unity and C# to program gameplay controls, game mechanics, level design, and animation transitions
  - Created a build-your-own-level 2D platformer that was voted a Chillennium Game Jam Finalist by the judges
- **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