**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