**Ryan Jacob Pfeifer**

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* **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
* **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 – Won 1st Place Overall Fall 2016 – Fall 2019**
  + Worked in teams of 4 (artists and programmers) to build fully playable video games in 48 hours
  + Used Unity and C# to program gameplay controls, game mechanics, level design, and animation transitions
  + Won 1st Place Overall out of 90 games judged with over 400 participants in Fall 2019
* **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