**Ryan Jacob Pfeifer**

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* **EDUCATION**
* **B.S. Computer Science Texas A&M University May 2020**
  + GPA: 3.96
  + Minors: Game Design and Development, Cybersecurity
  + *Related Coursework:*

Game Development Operating Systems

Game Design Software Reverse Engineering

Level Design Computer and Network Security

Computer Graphics Artificial Intelligence

* **WORK EXPERIENCE**
* **Software Engineering Intern at Synchrogrid May 2019 – August 2019**
  + Worked at a startup company on the back-end of a smart grid Node.js application in C++
  + Utilized an industry-specific language (CUPL) to automate relay settings calculations on power lines
  + Made and published a Visual Studio Code syntax highlighter for CUPL which has been installed over 160 times
  + Built an automated testing framework for the back-end of the application using Jest and the SheetJS API
* **COMPETITIVE PROGRAMMING**
* **Chillennium 48 Hour Game Development Competition - 1st Place Overall Winner Fall 2019**
  + Competed in an interdisciplinary team to develop a video game in 48 hours using Unity and C#
  + Developed gameplay mechanics and AI behavior
  + Won 1st Place Overall out of over 90 games judged with around 400 participants
* **TAMUhack 24 Hour Coding Competition**  **Spring 2019**
  + Participated with a team of programmers to create a web-based multiplayer game
  + Programmed the front-end of a Node.js application using HTML, CSS, and JavaScript
* **HowdyHack 24 Hour Coding Competition** **Fall 2018**
  + Used C# and Microsoft Azure’s machine learning library to make a chat-bot prototype
* **PROJECTS**
* **Senior Capstone Design Project – Team Leader Spring 2020**
  + Leader on a team of programmers tasked with creating a semester-long web application project
  + Implemented front-end systems using HTML, CSS, and JavaScript with the anime.js animation library
* **Game Development Project - Frog and Croc Fall 2019**
  + Worked on an interdisciplinary team to develop a semester-long video game project using Unity and C#
  + Created gameplay mechanics, programmed player controls, and designed levels
  + Highly praised by a panel of professional game developers
* **Personal Project - Summon the Spell Book Summer 2019**
  + Collaborated with an interdisciplinary team to develop a game using Unity and C#
  + Programmed character controls, developed AI behavior, designed gameplay mechanics, and designed levels
* **Volunteering - 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 various programming concepts such as AI, cryptography, and binary numbers
* **Personal Project - Music Visualizer Summer 2018**
  + Created a webpage to visualize the waveform of any given .mp3 file
  + Used HTML, CSS, and JavaScript with the Web Audio API to display dynamic graphics
* **Interactive Virtual Environments Project - Reflector VR Spring 2019**
  + Produced a VR game with an interdisciplinary team using Unity, C#, and HTC Vive hardware
  + Utilized the SteamVR API to create gameplay mechanics, program AI behavior, and design levels
  + Demoed the game at the Vizagogo Visualization Showcase and allowed attendees to play the game
* **SKILLS**
* **Programming Languages** 
  + C++, Java, C#, HTML, CSS, JavaScript, Python, x86 Assembly
* **Software**
  + Git, Unity, OpenGL, GLSL, Android Studio, Node.js