

Ryan Bosley

rbosley@my.harrisburgu.edu | (443) 679-7420 | Gambrills, Maryland | <https://www.linkedin.com/in/ryan-bosley-4302301bb/> | <https://ryanbosley.com>

EDUCATION

| | |
|---|-----------|
| Harrisburg University of Science and Technology, Harrisburg, PA | May 2025 |
| Bachelor of Science in Advanced Manufacturing | GPA: 3.72 |

RESEARCH EXPERIENCE

| | |
|-----------------------------|------------------------|
| NASA Lunabotics Competition | August 2023 – May 2024 |
|-----------------------------|------------------------|

- Engineering, 3D-printing, assembly, programming, and operation of lunar robot with a team of 6
- Autonomously collects and dumps Lunar soil into form of a berm

| | |
|---|-----------------------|
| Natural Language Processing Robot (NLP) | August 2023 – Present |
|---|-----------------------|

- Engineering, 3D-printing, assembly, programming and implementation of NLP robot
- Interacts with home and manufacturing environments through voice command inputs

| | |
|-----------------------------------|----------------------------|
| VR-Rendered Harrisburg University | April 2022 – December 2022 |
|-----------------------------------|----------------------------|

- 360-degree scan Harrisburg University to put into Virtual Reality (VR) experience
- Lead team of 5 students

PROFESSIONAL EXPERIENCE

| |
|--|
| Army Research Laboratory Student Intern, U.S. Army, Edgewood, Maryland |
|--|

| |
|---------------------|
| June 2024 - Present |
|---------------------|

- Assist with additive manufacturing operations and processes for the U.S. Army and contractors
- Engineering and implementation of unmanned arial and ground vehicles

| |
|---|
| Expeditionary Manufacturing Student Intern, Harrisburg University, Harrisburg, Pennsylvania |
|---|

| |
|--------------------------|
| December 2023 – May 2024 |
|--------------------------|

- Teacher assistant: Leads class during absences of primary teacher
- Leads development of Artificial Gravity Space Ring - Spins at high speeds to create artificial gravity

| |
|--|
| Lead Volunteer, Harrisburg University Extended Reality (XR) Task Force, Harrisburg, Pennsylvania |
|--|

| |
|----------------------|
| March 2022 - Present |
|----------------------|

- Active member/lead volunteer of XR Task Force - Contributes 3D modeling skills
- AR/VR operations and demonstrations for events

| |
|--|
| Lead Game Developer:, 3D Modeling, Texturing, Map Building, & User Interface |
|--|

| |
|-----------------------|
| August 2021 - Present |
|-----------------------|

- Owner of "Icelord Games LLC", leads game development on the platform ROBLOX
- Spearheaded marketing campaign to successfully popularize games

| | |
|---|--------------------|
| Exploration Outreach Assistant, Harrisburg University, Harrisburg, Pennsylvania | June - August 2022 |
|---|--------------------|

- Teaching assistant for professors in leading STEM-themed VR summer camp
- Created 3D model of Artificial Gravity Space Ring

Front End Associate, Rite Aid, Harrisburg, Pennsylvania October 2021 - April 2022

- Duties included cashiering, stocking, sale tags, guest services, and organizing shelves

Club SciKidz, Anne Arundel County, Maryland June-August 2020 & 2021

- Full-time counselor and project teacher at STEM-based summer camp for children ages 4-15
- Video game design, 3D printing, drone piloting

Checkout Advocate, Target, Gambrills, Maryland October 2019- June 2021

- Cashiering, managing self-checkout, cleaning, guest services, and handling drive-up orders

LEADERSHIP & COMMUNITY EXPERIENCE

Robotics Team Volunteer, Harrisburg University, Harrisburg, Pennsylvania March 2024

- Presented 3D-printed and other mechanical components of NASA robot to high school students throughout Harrisburg metropolitan area

SKILLS

Technical: CAD software SolidWorks, Fusion 360, MasterCAM 3D printing operations – Cura Ultimaker, Simplify 3D Slicer, Stratasys & Virago printers, robotics design, assembly, programming & operation, CNC Operation and G-Code, blueprint reading/creation, Arduino & Raspberry Pi, Virtual Factories & Machines, AR/VR development & operations, Front End Development – HTML & CSS, 3D software - Blender & Adobe Substance Painter, Adobe InDesign, Illustrator, and Photoshop