

Ryan Huber

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I. CAREER OBJECTIVE

- Seeking a challenging career with a progressive organization that provides an opportunity to capitalize my technical skills and abilities in the field of information technology.

II. ESSENTIAL SKILLS AND EXPERIENCE

TECHNICAL:

- **Languages:** C#, Java, SQL/PLSQL, JavaScript, JQuery, XHTML/XML/HTML5, ADO.NET, ASP.NET, AJAX, MVC and JDBC.
- **Frameworks:** .NET 4, 5
- **IDEs:** Visual Studio, NetBeans, Android Studio, GameMaker Studio 2 and Unity.
- **Databases:** Oracle 11g/12c, SQL Server 2012, SQL Management Studio.
- **Source Control:** TFS, GitHub, BitBucket.
- **Operating Systems:** Windows 10, Linux/Unix/Ubuntu.
- Experience with SharePoint, MS Word, Excel and Access.
- Knowledge of information security, privacy policies and ethical guidelines for professional conduct (CIPS) as it relates to management information systems and data.
- Knowledge and experience with Windows based application development.
- Knowledge and experience with computer architecture and data communications.

COMMUNICATION:

- Strong communication skills, including effective writing skills.
- Knowledge of organizational behavior.

FINANCIAL AND MATHEMATICAL:

- Financial and managerial accounting skills for handling business transactions.
- Experience and knowledge of business statistics.

PERSONAL ATTRIBUTES:

- Able to analyze business data and collaborate on documents and projects.
- Able to work well with people as both a co-worker and in customer service.
- Able to work independently or as a member of a team.

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- Always maintain a high level of attention to detail in all tasks and assignments.
- Very effective and efficient at meeting deadlines.
- Bring professionalism, organizational skills and commitment to my work.

III. IT RELATED WORK EXPERIENCE

2018 (May) to 2018 (Oct.)

Junior Business Systems Support Analyst, The Cooperators, Regina, SK.

- Provide technical support for numerous applications across various lines of business as a member of the *Application Support Services* team.
- Provide services for internal applications such as reporting, data analysis, access management and configuration.
- Developed SQL scripts for retrieving and modifying existing data.
- Created SSRS reports to extract specific data for vendors and to automate data extraction processes.
- Created and updated Knowledge Articles and work instructions for use amongst the IT Department.
- Assist clients to resolve issues within a business-oriented environment.
- Establish professional-working relationships within the industry.
- Team project involvement requiring collaborative problem-solving, creativity, expanded knowledge of various applications used within the company, knowledge of automated services and identifying specific data to be extracted.
- **Technologies:** Visual Studio, C#/.Net, SQL Management Studio, SharePoint, TFS, SSRS, Gemini and ServiceNow.

IV. PROJECT EXPERIENCE

**Job Alert Automation: Developer
to**

May 22, 2018

May 24, 2019

- This project was a 3-day event hosted by The Cooperators in Regina, Saskatchewan.
 - Co-developed a WPF application that automates a process that was manually done before.
 - Utilized an Agile Framework (known as Disciplined Agile Delivery).
 - **Technologies:** C#, JSON, Visual Studio
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Game Development Project: Developer

November 2018 to
February 2019

- Developed a “zombie-themed” game on a team of 4 individuals using GameMaker Studio 2 for Saskatchewan Polytechnic in Moose Jaw, Saskatchewan
 - Utilized source control applications such as: BitBucket and GitHub.
 - Demonstrated teamwork, leadership and an attitude focused on a positive outcome built for success.
 - **Technologies:** GameMaker Studio 2, GML, BitBucket and GitHub.
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Game Development Project: Developer

February 2019 to
June 2019

- Co-developed a virtual reality rock-climbing game, called Climber Pro, for a client – Canadian National Institute for the Blind (CNIB).
 - The game featured accessibility features such as haptic feedback, audio commands and high contrast (7:1 ratio) colors and is geared for individuals with visual impairments.
 - The game was created using Unity Studio.
 - Wrote scripts in C# (in Visual Studio) for game functionality.
 - Presented the game at CNIB’s Family Fun Day and it garnered media attention from CTV News, which they conducted a story on us
Link to story: <https://regina.ctvnews.ca/visually-impaired-youth-try-out-accessible-virtual-reality-game-1.4438307>
 - Demonstrated leadership, teamwork, creativity and a think out-of-the-box mindset.
 - **Technologies:** Unity, C# and Visual Studio.
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V. EDUCATION

Business Information Systems Diploma, Saskatchewan Polytechnic, Moose Jaw, SK. (Completed on June 21, 2019).

Grade 12 Diploma, Luther Collegiate, Regina, SK.

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VI. OTHER WORK EXPERIENCE

2010 (Aug.) to 2015 (Oct.)

Forklift Operator/Dock Worker, Kindersley Transport, Regina, SK.

2015(Nov.) to 2016(Aug.)

Material Handler, Saskatchewan Liquor & Gaming Authority, Regina, SK.

2016(Sept.) to 2017(Aug.)

Forklift Operator/ Dock Worker, TransX, Regina, SK.

VII. VOLUNTEER WORK

- Participated in a fundraising event (selling hotdogs) to help raise awareness of mental illness in the community for the Canadian Mental Health Association, Regina.

VIII. REFERENCES

Nathan Wiebe

Sr. Manager, Application Support Services

The Co-operators

Ph: 306-347-6897 | Cell: 306-570-9627

Jason Lozinski

Systems Security Access Administrator

The Co-operators

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