Ryan Huber

5 De Marco Drive
Ph: 639-571-3521
Regina, SK., S4T 5W7
ryanhuber.rh@gmail.com

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.

- 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.   <u>**IT RELATED WORK EXPERIENCE**</u>

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.   <u>**PROJECT EXPERIENCE**</u>

Job Alert Automation: Developer   **May 22, 2018 to**

                                                       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

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.

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.

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.   <u>**OTHER WORK EXPERIENCE**</u>

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.   <u>**VOLUNTEER WORK**</u>

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