Ryan Kapur

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OBJECTIVE

To obtain a full-time position as a full-stack developer in a team-oriented workplace utilizing my academic and work experiences in areas including front-end, mobile development, and algorithms.

EDUCATION

University of California, Berkeley   B.A. in Computer Science   Intended Graduation: **May 2017**
Coursework: Software Engineering, Data Structures, Web Design, Artificial Intelligence, Human Computer Interaction (Android), Operating Systems, Algorithms, Linear Algebra, Discrete Math & Probability, Sound & Music Computing, Mathematical & Computational Molecular Biology, Entrepreneurship Speaker Series

PROGRAMMING SKILLS

Python, JavaScript, Java/JUnit, Ruby on Rails, Paper.js, Git, Arduino, Unix, Android Studio, HTML, CSS, Underscore.js, Three.js, Photoshop/Illustrator, SketchUp, Figma, MaxMSP/Jitter, Unity, LaTeX, NumPy, C

EXPERIENCE

VRAUT   Unity Developer   September '16 –Present
Virtual Reality Alcohol Use Treatment project within Virtual Reality at Berkeley
- Developing an Oculus Rift 'virtual reality exposure therapy' app combating alcohol addiction (Unity 5.4)
- Brainstorming user interactions and user stories with the UX Design team; coding in a team of 5 SW developers

Hybrid Ecologies Research Group   UC Berkeley Undergraduate Researcher   June '16 – September '16
- Applying JavaScript, Adobe Creative Cloud, and Haptic Print (2.5D tactile textures tool) to take in an SVG file and automate required STL files to be 3D printed—a mold layer for casting silicone diffusers and a diffuser layer containing wire slits, stackable corner bumps, and angled diffuser enclosures; developed a Paper.js gradient tool for curved objects
- Conducting user studies on LED diffusion of illumination design tool for hybrid practice
- Integrated Clipper.js library into an internal Paper.js repo for key functionality—drawing variable stroke efficiently

Intel Corp.   Software Developer Intern   May '15 – August '15
- Wrote a solar panel tracking algorithm utilizing Pysolar API/Autobahn WebSockets for a SmartHouse POC demo
- Built Linux-based Operating Systems for embedded devices utilizing Bitbake/Yocto Project
- Prototyped an animated UI for an IoTivity-based SmartHouse demo using Sketchup/WebGL/Three.js/HTML

PROJECTS

Sankara Eye Foundation   Full-Stack Developer   September '16 – Present
SEF is a non-profit serving eye care hospitals in India
- Utilizing test-driven development within a team of 6 to develop a 'Wall of Founders' to create a personalized contribution experience and increase donor retention rates (Ruby On Rails/Bootstrap/Sass/Haml)
- Curating user stories/writing tests (Cucumber/RSpec), integrating Google Maps API, & advocating for the customer

Music Video Simulator   Creative Lead   August '16 – September '16
- Curated a real-time video editor blending 2 buffers with panning visual effects via an interfaced PS3 controller
- Detected instrumental tempos to overlay vocals in sync; randomized words to the beat as an innovative rap game

First Steps   Project Manager   January '16 – May '16
- Lead 4 teammates in developing an Android app offering anonymous, crowd-sourced AA meeting details to alcoholics
- Managed product definition, implementation, and trade-offs based upon heuristic evaluation and contextual inquiry
- Prototyped wireframes, parsed JSON/XML, tested a Moto 360 interface with Genymotion (Android Wear 1.5)

PERSONAL

Activities|Interests: Cal Club Volleyball, Alpha Kappa Lambda, Lime Connect| UX, Music, Wearables, Virtual Reality