Ryan King

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Education

Queen's University Belfast

Bachelor of Science in Computer Science

Sep. 2022 - June 2026 Belfast, UK

Loreto Community School

Sep. 2016 - July 2022

Secondary School

Milford, Donegal

Relevant Modules

• Data Structures and Algorithms

Software Engineering and Systems Development

Theory of Computation

Artificial Intelligence and Machine Learning

Professional and Transferable Skills

• Fundamentals of Math for CS

- Cybersecurity
- Databases
- Object Oriented Programming
- Computer Architecture
- Procedural Programming

Experience

Rigup

July 2024 – September 2025

Software Engineer Intern

Belfast, UK

- Developed a React Native mobile application enabling field workers in the Oil & Gas sector to receive job assignments, track locations, and automatically report positional updates to clients.
- Upgraded all product codebases from NextJS-Auth0 v3 to v4, rewriting authentication middleware and custom logic to align with the new API.
- "Implemented a notification system for Client 'Watchers', building backend endpoints to send automated email and SMS
- Contributed to an internationalisation sprint preparing products for a Canadian audience; audited regional feature gaps and delivered required frontend updates.
- Delivered a client-requested feature enabling vendor invoice approvals within our platform, coordinating directly with stakeholders to meet a tight delivery deadline.
- Invited to extend my internship beyond the initial contract following strong performance and successful project delivery.
- Used CircleCI to automate deployment pipelines and tested the application in multiple environments (development, staging, and production) to ensure reliability and consistency.
- Spent a month in 'Mission Control', providing on-call support for critical incidents, troubleshooting issues, and ensuring minimal downtime for clients.

Queen's University Belfast

Sep 2025 - Present

Practical Lab Demonstrator

Belfast, UK

- · Providing guidance to first- and second-year students in Procedural Programming, Software Engineering, and Cybersecurity practicals
- Assisting students with programming tasks and internship preparation during lab sessions.
- Re-evaluating course material from a teaching perspective to better support student understanding.

Leadership / Extracurricular

Student Ambassador and Course Representative

Oct 2022 - Present

Queen's University Belfast

- Represent Computer Science students by communicating feedback to faculty and university administration.
- Support prospective students at open days, offering insights into university life and course structure.

QUB Poker Society

Jan 2024 – Aug 2025 Queen's University Belfast

Vice President & Co-Founder

- Co-founded the Queen's Poker Society with peers and successfully presented the proposal at the Students' Union ratification meeting to establish the society.
- Collaborated with SU representatives to develop the society's constitution, event structure, and promotional strategy.
- Helped grow membership and coordinate regular tournaments and social events.

Dillon's Hotel

Apr 2023 – June 2024

Food and Beverage Server

Letterkenny, Ireland

- Worked collaboratively in a fast-paced hospitality environment, strengthening teamwork, adaptability, and communication skills.
- Trained new staff on service procedures and contributed to maintaining high customer satisfaction standards.
- Developed time management and multitasking abilities while balancing part-time work with university commitments.

ryanking.online | Typescript, TailwindCSS, NextJS, Vercel

Oct 2022 - Present

- I have been maintaining and continuously reworking my personal portfolio website for years, with my latest rework starting in September, 2025.
- The current version of this website is made with Typescript and bundled with NextJS. The site is deployed and managed using Vercel.
- The site features some clean CSS details to give it a simplistic terminal theme.
- The site showcases an updated list of tools, projects, and essays.

Chaos Theory Based Image Encryption | Typescript, React, TailwindCSS

September 2025

- Authored an essay on Chaos Theory and its application in image encryption, accompanied by an interactive demo enabling users to encrypt/decrypt images via adjustable parameters
- Utilised Latex packages to format the formulae in the essay.
- The core encryption functions were written with Typescript, and the I/O aspect of image upload / download was done using the Canvas API.

Monero Exchange Chrome Extension | JSON, Javascript, Google Chrome Dev Tools

October 2025

- Currently building a Chrome Extension that allows users to quickly convert different amounts in various currencies to Monero, a widely used privacy-focused cryptocurrency (XMR).
- Implemented a feature where users can highlight an amount on a website (e.g. "\$60.70") and right click the amount to directly see the price in XMR.
- Planned for publication on the Chrome Web Store upon completion.

Poker League Management System | Typescript, Kotlin, Supabase, BetterAuth

Sep 2025 – Present

- Currently building a web platform for managing poker leagues, including player registration, league standings, and automated notifications.
- Utilising Supabase as the backend for authentication and database management, with BetterAuth for secure login and session management.

Technical Skills

Languages: Python, Java, C++, HTML/CSS, JavaScript, Lua, Typescript, Kotlin, Mongo, SQL Developer Tools: Neovim, Docker, Google Cloud Platform, Android Studio, XCode, Postman Technologies / Frameworks: Next.js, Autho, GitHub, Vercel

Achievements

STEM Competitions and Hackathons

2019 - 2022

Team Leader / Participant

Ireland / UK

- Regional Winner, Scifest (2019/2020) recognised for innovation in developing a facial recognition system later upgraded for Covid-19 mask detection.
- Finalist, BT Young Scientist Exhibition (2020) selected among national finalists for the same project.
- Runner-up, HKD Hackathon (2022) led a team of five to design and present a solar energy savings prototype.