

RYAN MITCHELLIN

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Technical Skills

Languages: Python, C, C++, Java, TypeScript, JavaScript, HTML, CSS, SQL, x86 Assembly

Frameworks & Libraries: Angular, ReactJS, Bootstrap, JSON, jQuery, Git, Maven, Swing, AWT, JUnit, JaCoCo

Developer Tools: VS Code, GitHub, IntelliJ IDEA, Figma, MySQL, SQLite, Linux, macOS, Windows, Microsoft Office

Projects

2D Haunted Hospital Maze / *Java, Maven, Junit, JaCoCo, Swing, AWT*

- Collaborated with a team of 4 people to create a 2D maze game in Java, featuring main character, enemies, rewards, traps to enhance player engagement and incorporated Apache Maven for building and managing game's automation process.
- Carried out JUnit testing to enhance code quality and JaCoCo for measuring code coverage, while leveraging Java Swing and AWT for dynamic UI development to enhance user interaction and visual appearance.

Crime Reporting Website / *TypeScript, HTML/CSS, Angular, Bootstrap*

- Designed a dynamic website using Angular for reporting suspicious activities, utilizing components, directives, pipes, and services for an intuitive user interface and efficient data flow between the user and the server.
- Integrated the Leaflet API visualizing reported incidents on map, enhancing data visualization and user engagement.

S-Talk / Simple Talk / *C, Sockets, POSIX Threads*

- Created a C-based chat app with multithreading and socket for real-time messaging and implemented mutexes and condition variable for thread-safe access.
- Incorporated POSIX Threads for keyboard input and screen output, optimizing message handling with a customization of List ADT that achieved $O(1)$ complexity operations.

Voice-Based Food Ordering System Prototype / *Figma, Sketch*

- Developed user centered design (UCD) prototype using Figma for voice-based food ordering with Siri integration for UberEats, featuring AI-driven food recommendations based on user behavior.
- Conducted Nielsen heuristic evaluations, usability testing, and cognitive walkthroughs, iteratively refining the design based on user feedback to enhance overall user experience.

Volunteering Experience

Manager

Jan. 2023–Dec. 2023

Peer Education, FIC

Burnaby, BC

- Managed a team of 30 students who excelled in several courses to help other students who had difficulty understanding the courses, which help around 300 students per semester.
- Hosted workshops promoting Peer Education facilities and volunteer opportunities to new students, held new member interviews and student leadership training days to prepare the students to become tutors and mentors.
- Represents FIC on formal meeting with Members of the Legislative Assembly (MLA), Navitas (FIC) stakeholder, and SFU faculty department.

Tutor & Mentor

May 2022–Dec. 2022

Peer Education, FIC

Burnaby, BC

- Offered academic help to students specifically on mathematics and computer related topics.
- Provided mentorship and coaching to help students with their interpersonal skills.

Work Experience

Teaching Assistant

Oct. 2022–Apr. 2023

Kumon Math and Reading Centre

Burnaby, BC

- Guided elementary and secondary students on math concepts and problem-solving techniques to enhance their learning.
- Assessed homework and classwork accurately to reflect areas of strength and weakness in students learning, maintaining accurate student progress records in the database.

Education

Simon Fraser University (SFU)

Sep. 2022–Present

Bachelor of Science, Computing Science

Burnaby, BC

Fraser International College (FIC)

Sep. 2021–Sep. 2022

University Transfer Program II: Computing Science

Burnaby, BC