

Ryan Newman

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Term: 1B || Plan: Computer Science, Software Engineering Option

Address: 28 Willowbank Blvd, Toronto, Ontario, M4R – 1B6

SUMMARY OF QUALIFICATIONS

- ❖ Constructed three complex and diverse side projects
- ❖ Developed leadership experience through being a Mentor Senior, Form Representative and participating with Right to Play
- ❖ Familiar with a diverse range of programming languages including Java and HTML
- ❖ Demonstrated facility with problem solving through high rankings in multiple contests
- ❖ Works well independently and participates effectively in group situations

EXPERIENCE

CRESCENT SCHOOL PROGRAMMING CLUB

Toronto, Ontario

Vice President

September 2014 – July 2015

- ❖ Helped organize and coordinate meetings for the programming club
- ❖ Wrote problems, public tests and test cases to be marked by an online judge
- ❖ Structured problems around topics such as arrays and iteration for juniors, lists and recursion for seniors

RIGHT TO PLAY

Toronto, Ontario

Youth Leader

September 2010 – July 2015

- ❖ Created and executed games for kids from underprivileged schools and helped train new youth leaders as they joined
- ❖ Improved communication and leadership skills by coaching kids and fellow youth leaders

EDUCATION

UNIVERSITY OF WATERLOO

Waterloo, Ontario

Candidate for Bachelor of Computer Science, Software Engineering Option

September 2015 – Present

SIDE PROJECTS

CAVE FIGHTER

Java

github.com/ryannewman2828/Cave-Fighter

- ❖ A java based game in the style of Valve's "The Binding of Isaac"
- ❖ Programmed with the use of enumeration, abstraction and polymorphism
- ❖ Utilized the input and runnable interfaces and applet methods

PROCEDURAL TERRAIN GENERATOR

Java

github.com/ryannewman2828/Procedural-Terrain-Generator

- ❖ Software to procedurally generate two dimensional terrain
- ❖ Programmed using a randomized fractal algorithm and line segment objects

GRADEBOOK

Java/XML

github.com/ryannewman2828/GradeBook

- ❖ An app programmed in Android Studio to record assignments and grades as well as calculating term/class averages
- ❖ Programmed with the use of modularization
- ❖ Utilized valuable Android tools such as list views and floating action buttons

SKILLS

- ❖ Java: Over two years experience || completed two high school classes || completed multiple side projects || authored and wrote multiple contests || implemented algorithms to solve coding challenges efficiently
- ❖ C/C++: Approximately one year experience || currently enrolled in a class || implemented algorithms to solve coding challenges efficiently
- ❖ HTML/CSS: Two months experience || read online tutorials and viewed webpage code to learn || created a web resume
- ❖ Scheme: Four months experience || completed one class

AWARDS

CANADIAN COMPUTING COMPETITION

University of Waterloo

Certificate of distinction in the junior and senior division

2014/2015

EUCLID MATH COMPETITION

University of Waterloo

Certificate of distinction

2015

AP SCHOLAR AWARD WITH HONOUR

CollegeBoard

Average score of 4.5 on AP Exams, and scores of 3 or higher on four exams

2015

CRESCENT SCHOOL HONOUR ROLL

Crescent School

Grade 9: over 80%, Grade 10: over 85%, Grade 11 & 12: over 90%

2012/2013/2014/2015