# Ryan Newman

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# **SUMMARY OF QUALIFICATIONS -**

- Constructed multiple complex, diverse and interesting side projects
- Works well independently and participates effectively in group situations
- Proficient in a wide range of programming languages including Java, Bash, C++, HTML, CSS and JavaScript
- Demonstrated practical problem solving skills through high rankings in multiple contests
- Excellent technical communication skills through active participation in team scrums and sprints
- Leadership experience developed through being a high school mentor and working with Right to Play

#### - EXPERIENCE

### **THOUGHTWIRE**

Toronto, Ontario

### Junior Automation Developer

May 2016 - August 2016

- Developed a Java command line tool that analyzes http requests/responses in the form of .har files, runs the data against a predefined set of rules and reports violations
- ❖ Maintained and extended an automated test suite using Java, Junit and Selenium
- Added multiple Java-based features to a platform test runner using ANTLR
- Wrote scripts in Bash and Python to run an installer against a specified set of target servers
- Performed functional and exploratory testing of an Android application including connectivity problems and LogCat analysis

### CRESCENT SCHOOL PROGRAMMING CLUB

Toronto, Ontario

#### Vice President

September 2014 - July 2015

- Coordinated and facilitated bimonthly meetings for the programming club
- ❖ Wrote problems, public tests and test cases to be marked by an online judge
- Structured problems around topics including arrays and iteration for juniors, lists and recursion for seniors

#### - SIDE PROJECTS-

## **EXODIUS ARENA**

HTML/CSS/JavaScript

github.com/ryannewman2828/Exodius-Arena

- Web Application that allows users to register, add friends, send messages and play a game with unlockable content
- Application programmed with the use of the MEAN stack
- Uses numerous web technologies such as the REST API, Sass for styling and Gulp as a task runner
- ❖ End-to-end tested the website and unit tested the server using Jasmine and Protractor

#### **CAVE FIGHTER**

github.com/ryannewman2828/Cave-Fighter

- ❖ A Java based game in the style of Edmund McMillen's and Florian Himsl's, "The Binding of Isaac"
- Effectively developed using Object-Oriented Programming principles
- Used design patterns and practices for further extension in the future

#### **UW EVENTS**

HTML/CSS/JavaScript

github.com/jondonas/uw-events

- Member of team that developed a Web Application that acts as a centralized hub for information about events on
- ❖ Events are dynamically pulled from an RSS feed and displayed on the site using PHP
- JavaScript and jQuery are used for the animations and dynamic scalability

### **EDUCATION**

AWARDS

## UNIVERSITY OF WATERLOO

Waterloo, Ontario

Bachelor of Computer Science, Software Engineering Option

September 2015 - Present

# CANADIAN COMPUTING COMPETITION

University of Waterloo

Certificate of distinction in the junior and senior division

**EUCLID MATH COMPETITION** 

University of Waterloo

Certificate of distinction

2014/2015

DEANS HONOUR LIST

University of Waterloo

Term Dean's Honour List

Winter 2016