Ryan Paul

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SUMMARY

Computer Science professional with a comprehensive educational background from Rutgers University. Specialized in product design, management, quality assurance, and customer support through hands-on experience at Ziotag Inc. Demonstrated ability to apply technical skills in diverse environments, focusing keenly on delivering exceptional user experiences and driving product success. Proven track record of leveraging analytical and problem-solving skills to address complex challenges and achieve project milestones.

EXPERIENCE

Project Manager
Ziotag September 2019 -February 2024, New York, NY
 • Helped to lead a group of engineers in the design, development, and deployment of an AI-based summarization service.
 • Implemented process management system using the Unfuddle software management tool, creating relevant tickets for developers and utilizing an Agile development methodology.
 • Prepared extensive workflow charts and diagrams describing the input, output, and logical operations of the Ziotag application, and its deployment processes in Google Cloud Platform.
 • Led daily meetings to ensure that engineers stayed on task, had clear objectives, and addressed and resolved any potential "blockers".
 • As directed by the CEO and CTO of Ziotag, I translated the overall technological goal of the company into digestible sprints to ensure that incremental improvements to the platform aligned with the envisioned outcome.

PROJECTS

University Registration System
 • Designed and implemented a relational database system to support the operations of a "University Registration System".
 • This project featured user-level functionality for students, professors, and administrators.
 • Designed the user interface using HTML and CSS, utilized MySQL as the database server, and established the connection between the server and interface using Java.

Food Ordering System
 • Built using PHP, CSS, and MySQL, Bongiorno is a food ordering system built for the fictional restaurant, "Bongiorno", and features functionality for two different types of users.
 • Admin users can create menus of food, separated into different categories, complete with food pictures, names, and prices.
 • Customer users can fill their cart with their desired food options, add their home addresses, and complete their orders with a valid payment.

Arena TPS Game
 • Built with C++ and using SFML, this project is a slight twist on the classic Zombie Arena Shooter. "Mask Up" puts the player in an endless fight against a mass of mall shoppers who refuse to wear masks during the COVID-19 pandemic. Upon completion of each level, the player augments their abilities by choosing to either increase their health, run speed, or increase the spawn rate of power-ups. As the player progresses through each level, enemies become faster and more numerous.

EDUCATION

Rutgers University, New Brunswick, NJ-- Computer Science -B.A.
Rutgers University • US, NJ, New Brunswick • 2023 • 3.66

COURSEWORK

Design and Analysis of Computer Algorithms Rutgers University • 2023
Software Methodology Rutgers University • 2022
Data Structures Rutgers University • 2022
Principles of Information and Data Management Rutgers University • 2023

SKILLS

Agile Development
Product Management
Customer Support
Java, C, C++, Python, Javascript, PHP, R