Ryan Shanz

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Education & Honors:

University of Maine – B.S. Computer Science (August 2021 – May 2025)

- o **GPA**: 3.57/4.0
- Relevant coursework: Intro to Data Structures and Algorithms, Intro to Cybersecurity,
 Computer Science Capstone, Information and Privacy Engineering, Client-Side Web
 Development, Video Game AI

Work Experience:

Maine Learning Assistant at University of Maine (January 2025 – Present)

- Assist with in-class lectures and assignments in COS 125, a course using Python that introduces topics such as recursion and object-oriented programming
- o Provide homework and project support to students in the Computer Science Help Lab

IT Intern at Kleinschmidt Associates (*May* 2024 – *August* 2024)

- o Set up hardware, software, and accounts for new employees using Entra ID
- Manage IT documents and asset records
- o Complete Help Desk tickets
- Learn the fundamentals of administering and monitoring over 200 company computers

Treasurer of UMaine Computing Club (August 2023 – Present)

- o Manage finances and budget for the UMaine Computing Club
- o Coordinate with UMaine Student Government to allocate funding
- o Administer Club events, such as a UMaine Hackathon and introductory lecture to Git

Lab Assistant at PERC Lab (May 2023 – Present)

- o Assist in project reviews for Privacy Engineering Regulatory Compliance Lab
- o Provide feedback and offer ideas to graduate students on their research projects

Code Sensei at Code Ninjas Alexandria (*May* 2023 – *July* 2023)

- \circ Teach children ages 6 14 computer science and programming principles
- \circ Manage summer camps for children ages 5-8 focused on STEM lessons
- Assist with a summer camp where students create game modifications for Minecraft using Java

Sales Associate at Black Bear Cinemas (*October 2021 – Present*)

- o Assist customers with requests and questions in person and over the phone
- Use Point of Sales systems to complete transactions

Additional Skills:

- Experience with Microsoft Azure
- o Knowledge of web development and object-oriented programming principles
- o Programming experience in Python, JavaScript (React), and C
- Intermediate knowledge of Spanish language