

Ryan Su

Computer Engineer

Ryan Su

12628 SE ELLIS ST
PORTLAND, OR 97236

971-230-8078
XIYI1347827836@GMAIL.COM

Professional Goal

A career in computer science that places strong emphasis on utilizing technology to accelerate towards a robust technological era.

Education

Oregon State University / Bachelor of Computer Science

September 2019 - Present, Corvallis, Oregon

Expected Graduation, June 2023

6 Times Oregon State University College of Engineering Dean's List
GPA (4.0 scale): 3.8

Major Related Courses

- Computer Science Orientation
 - Introduction to Computer Science I & II
 - Data Structures
 - Computer Architecture & Assembly Language
 - Web Development
 - Statistics for Engineers
 - Software Engineering I & II
 - Analysis Of Algorithms
 - Computer Networks
 - Operating Systems I
 - Computer Graphics
 - Usability Engineering
 - Mobile Software Development
-

Skills

- Programming experience with Python, C++, C, HTML, CSS, JavaScript, and Kotlin
- Understanding different models of software engineering development process
- Excellent time management and multitask skills.
- The ability to create mobile application prototypes using Figma
- Team leadership and self-management skill
- Willing to learn anything and learn it quick
- Trilingual speaker : English, Cantonese, Mandarin

Work Experience

Panda Express / Shift Lead

January 2016 - March 2018, Gresham, Oregon

Responsible for the management of a small team of workers. The responsibilities include but are not limited to assuring workers to clock in correctly, serve customers successfully, and make sure the workplace runs in a controllable manner.

Cinemark / PIC /Usher

June 2018 - August 2019, Happy Valley, Oregon

Responsible for providing movie viewers the maximum moving watching experience. The job consists of welcoming customers, providing guidance around the theater, ensuring all technical aspects of the movie playing, such as correct projection to the screen and adjusting the sound system to match the standard guideline.

Project Experience

Blackjack Website

Fall 2020

This is a 2-week project that consists of a team of 4 members. The website contains a fully functioning blackjack game (aka 21). The website utilizes the following coding language: HTML, CSS, and JavaScript.

Small Shell

Fall 2021

The Small Shell project is a one-man project, and the time used is 2 weeks. The main feature of the Small Shell project is to replicate the actual Linux shell. The Small Shell project utilizes ideas such as: process forking, multithreading, memory management, and error handling. The coding language that made the Small Shell project possible is C.

Kitchen Management Mobile Application Prototype

Winter 2021

The Kitchen Management mobile application consists of 3 team members, and it is a 10 weeks project. The team started from the initial ideas, to conducting interviews, to creating testing plans, and to creating the initial prototype. The project utilizes a program called Figma, a power tool to create mobile application prototypes.