Ryan Frederich

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LinkedIn: https://www.linkedin.com/in/ryanfreder | GitHub: https://github.com/ryansurf

Education

University of California, Santa Cruz

Sep 2019 - Dec 2023

- B.S. Technology and Information Management
- Minor: Computer Science

Employment

Web Development Intern

Callaway Golf

Jun 2023 - Sep 2023

- Developed and maintained CSS and JSP code for an eCommerce website
- Managed and created reusable components via SAP Backoffice
- Automated server startup and file compilation through custom bash scripts, streamlining processes

Computer Science Instructor

iD Tech

Sep 2022 - May 2023

- Teaching students computer science fundamentals using Python
- Explained basic data structures and **object-oriented** programming

Skills

- Languages: Python, C/C++, Java, Javascript/HTML/CSS, SQL, Bash
- Libraries and Frameworks: React, jQuery, Flask, Node.js
- Tools: Git, Linux, Docker, Vim, Eclipse
- Other: Computer networking experience (Mininet, Wireshark, Socket programming)

Projects

Personal Website: https://ryansurf.github.io/

Automated Irrigation System

- Built an enclosure with a microcontroller, solenoid valve and sensor to measure a garden's soil moisture levels.
- Wrote a program in **C** to detect if the soil moisture content fell below a given threshold, and triggered the solenoid valve to turn so the garden could be watered.

Homelab

A sandbox environment that is used to learn new skills/software

- **Linux** based environment used to test new technologies.
- Implemented and maintained a network-wide ad-blocking solution utilizing Pi-Hole as the DNS server within a
 Docker container, increasing network security and efficiency.
- Conducted analysis of network traffic, including TCP/IP and HTTP protocols, using Wireshark.
- In progress: Configuring network-attached storage (**NAS**) infrastructure for centralized data storage and management, along with setting up a secure Virtual Private Network (**VPN**) using OpenVPN to enable remote access to the network from any location.

Ocean Data Reporter

https://github.com/ryansurf/Surf_ScrapeV2

- Retrieves ocean data (wave height, tides, ocean and air temps) from buoys stationed along the coast, written in Python and utilizes NOAA's buoy API.
- Sends a surf report via email to subscribing email addresses at a specified time using **cron** on a Raspberry Pi.
- Stores data in a database using SQL (MySQL) for analysis of trends overtime.