Ryan Frederich

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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 (LESS) and JSP code for a B2C eCommerce website running on SAP Hybris.
- Managed and created reusable components via SAP Backoffice.
- Referenced Figma designs to create new components and alter existing ones and Confluence for documentation.
- Automated server startup and file compilation through custom Bash scripts, streamlining processes
- Tracked tickets with Atlassian Jira software in Agile development and utilized CI/CD pipelines.

Computer Science Instructor

iD Tech

Sep 2022 - May 2023

- Taught students computer science fundamentals using **Python**.
- Explained basic data structures, algorithms and **object-oriented** programming concepts.

Skills

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

Projects

Homelab

https://ryansurf.github.io/network_diagram.html

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

- Linux and Windows based environments used to test new technologies across different operating systems.
- 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.
- Set up **Ansible** to manage and configure Virtual Machines.
- Deployed a secure **VPN** using WireGuard to enable remote access to the network from any location. Utilizes a dynamic DNS to point to the local network's IP address.
- Configured a VLAN to separate guest traffic from the rest of the network.
- Hosts a media server (Plex) to access music/shows from anywhere.
- Conducted analysis of network traffic, including TCP/IP and HTTP protocols, using Wireshark.

Ocean Data Reporter

https://github.com/ryansurf/Surf_ScrapeV2

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