

# RYAN VAN DRUNEN

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## Education

### Queen's University

Sep. 2022 – May 2026

*Bachelor of Computing (Honours), Specialization in Computer Sciences, Option in Security*

*Kingston, ON*

- *Accomplishments:* Dean's Honour List (2), Principal's Scholarship

### Relevant Coursework

- Data Structures
- Software Quality Assurance
- Software Architecture
- Programming Paradigms
- Software Specifications
- System Level Programming
- Data Analytics
- Computer Architecture
- Logic for Computing

## Projects

**NHL Gameday Generator** | *Next.js, NHL API, Firebase, Vercel* | [Source Code](#) | [Live](#)

November 2024

- Developed a web application using Next.js that allows users to generate graphics for NHL games.
- Utilizes NHL API to retrieve and display game details.
- Implements a feature to create and download customized game day graphics.
- Utilizes Firebase to store and retrieve hundreds of player images, hosted with Vercel.

**Frostfall** | *Unity, C#* | [Source Code](#) | [Live](#)

April 2024

- A 2D vertical platformer made for a Game Development course, created by a team of 5.
- Assigned responsibility for developing enemies, working on deliverables, and fixing bugs along the way.
- Created using Unity, C#, and Git for version control.
- Attended the Queen's Creative Computing Showcase to showcase a demo of our final product.

**Medsupply Ukraine** | *React, ChakraUI, Firebase* | [Source Code](#) | [Live](#)

April 2024

- Website made for Medsupply Ukraine, a club at Queen's university, for the Queen's Web Development club.
- Created using React, ChakraUI for styling, and hosted using Firebase.

**Unwordle** | *Python, Docker* | [Source Code](#)

Dec. 2023

- Modeled a rendition of the game Wordle using *baubaus*, a library for building logical theories with Python.
- Model is given a board configuration, the colours of each position in the board, as well as a solution word, and is tasked to find all possible solutions.
- Used propositions for boards, rows, letters and tiles to create logical constraints depending on the board configuration and solution word.
- Used Git to work seamlessly with a team of 3, and Docker to build and test the project with ease.

## Experience

### TC Transcontinental

May 2024 - Aug. 2024

*Engineering & Maintenance Summer Student*

*Owen Sound, ON*

- Used a CMMS to manage inventory worth over \$5 million, with over 7,000 unique parts.
- Responsible for removing and painting pedestrian walkways to maximize pedestrian and forklift safety.

### Queen's Web Development Club

Jan. 2024 - April 2024

*Team Lead and Developer*

*Kingston, ON*

- Led a team to design and develop a website for a Queen's University club, managing tasks and timelines.
- Adapted to limited client communication by independently completing and deploying a functional website.
- Built the website using React, ChakraUI, and Firebase, demonstrating initiative and technical expertise.

### KP9 Interactive

Jan. 2022 – June 2022

*Software Developer COOP*

*Owen Sound, ON*

- Familiarized with the user-end of web augmented reality, introduced to Git.
- Learned about front-end web development and JavaScript libraries and frameworks such as THREE.js, Vue, Bootstrap and jQuery.
- Built a button customizer modal using Vue and Bootstrap, could be exported as PNG, with configurations downloaded and uploaded via JSON.

## Technical and Interpersonal Skills

**Languages:** Python, Java, C#, HTML/CSS, JavaScript, TypeScript, Haskell, LaTeX

**Web Development:** Next.js, Vue, React, THREE.js, Bootstrap, ChakraUI, Tailwind CSS

**Tools/Platforms:** Git, Docker, Firebase, KNIME, Vercel, Unity

**Interpersonal:** Excellent Communication, Detail-Oriented, Punctual, Critical Thinking, Collaboration, Adaptability