RYAN VAN DRUNEN

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Education

Queen's University   **Sep. 2022 – May 2026**
Bachelor of Computing (Honours), Specialization in Computer Sciences   *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

ROAM - Flight Booking System | *React, Flask, SQLite, Docker, Jest, Pytest* | Source Code   **Dec. 2024**
- Built a full-stack flight booking system in a 3 person team with user authentication and real-time seat reservations.
- Divided into backend, frontend, and E2E testing components for optimal scalability and maintainability.
- Achieved 90%+ test coverage using Jest and Pytest for E2E, unit, and integration tests.

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.

Unwordle | *Python, Docker* | Source Code   **Dec. 2023**
- Modeled a rendition of the game Wordle using bauhaus, 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 forktruck 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