




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

- *Accumulative Average:* 3.95
- *Accomplishments:* Dean's Honour List, Principal's Scholarship

Owen Sound District Secondary School

Sep. 2017 – June 2022

OSSD, Honours, Ontario Scholar

Owen Sound, ON

- *Accomplishments:* Transcontinental Printing Award for Drafting

Relevant Coursework

- Data Structures
- Software Specifications
- Data Analytics
- Computer Architecture
- System Level Programming
- Discrete Mathematics

Experience

Queen's Web Development Club

January 2024 - Present

Team Lead and Developer

Kingston, ON

- Manage a team and delegate tasks to the members.
- Communicate with client about needs and team progress.
- Develop a website based on design and client's needs.

KP9 Interactive

Jan. 2022 – June 2022

Software Developer CO-OP

Owen Sound, ON

- Familiarized with the user-end of web augmented reality.
- Introduced to Git for version control.
- 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.

Projects

Remnant Studios | *HTML/CSS, JavaScript* | [Source Code](#) | [Live](#)

January 2024

- Worked on cutting-edge anti-cheat and security software for online gaming platforms.
- Led front-end development in web application and user experience.

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

December 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.

Technical and Interpersonal Skills

Languages: Python, Java, C#, HTML/CSS, JavaScript

Libraries: numPy, pandas, THREE.js, React

Technologies/Frameworks: Git, KNIME, Vue, jQuery, Bootstrap, LaTeX, Docker

Interpersonal: Excellent Communication, Detail-Oriented, Punctual, Critical Thinking

Extracurricular

Queen's Data Analytics Association

October 2023 – Present

General Member

Queen's University

- Collaborative teamwork on engaging real-world projects.
- Comprehensive classes ranging over a variety of fields.