Ryan Van Drunen

Kingston, ON K7L 1Y8

📞 226-923-1207 ✉ 21rdbv@queensu.ca 🔗 linkedin.com/in/ryan-vandrunen
⌨ github.com/ryanvandrunen 🔗 ryanvandrunen.github.io

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
- Computer Architecture
- Software Specifications
- System Level Programming
- Data Analytics
- 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 COOP *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, Firebase, Bootstrap, LaTeX, Docker
Interpersonal: Excellent Communication, Detail-Oriented, Punctual, Critical Thinking