

RYAN VAN DRUNEN

☎ 226-923-1207 ✉ 21rdbv@queensu.ca 🔗 [linkedin.com/in/ryan-vandrunen](https://www.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

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

Relevant Coursework

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

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

- Assigned a team to delegate tasks to and manage timelines for.
- Given the objective to create a website for a club at Queen's University.
- Communicated with client about needs and team progress.

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.

Projects

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.

Technical and Interpersonal Skills

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

Libraries: THREE.js, React, jQuery

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

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