Ryan C. Anderson

- Web Developer with a passion for problem solving and elegantly written code.

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Skills

Languages	C, C++, C#, CSS, HTML, Java, Javascript, PERL, Python, Ruby
Frameworks	Backbone.js, Bootstrap, Rails, OpenGL, PostgreSQL, Unity, XNA
Repository Platforms	Git, SVN
IDEs	Visual Studio, Eclipse
Other	Agile Scrum, UML Design, Heroku, TDD

Education

University of California, Santa Cruz   September 2008 - December 2012

Bachelor of Science in Computer Science

App Academy   August 2014 - October 2014

Accelerated web development course

Projects

Sonar   University of California   December 2011 – June 2012
- Survival/stealth game with a blind protagonist.
- Created level loading system, collision detection and resolution system.
- Designed and implemented data mining system exporting game info to xml.
- Designed and implemented heat map creation program using information from xml.

Aggredile   Personal Project   September 2014 - Present
- Minimalistic Feedly clone.
- News aggregator, allowing users to subscribe to and follow RSS feeds.
- Implemented website using Ruby on Rails and Backbone.js.
- Designed and implemented database to hold user authentication and feed information.
- Designed and implemented RESTful api to control interaction between client and host.

Asteroids and Lasers   Personal Project   September 2014 - Present
- Game written in Javascript, clone of asteroids.
- Implemented game from the ground up using Javascript and html5 canvas.

Employment

Junior Engineer   Intel   June 2013 - February 2014
- Contracted through Kelly IT Solutions.

- Part of triage team to identify and resolve errors in Ruby tests written to test graphics hardware.