Ryan C. Anderson

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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

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.
- Created data mining system exporting game info to xml.

Aggredile — Personal Project — September 2014 - Present
- Minimalistic Feedly clone.
- Website written with Ruby on Rails and Backbone.js.
- News aggregator, allowing users to subscribe to and follow RSS feeds.

Asteroids and Lasers — Personal Project — September 2014 - Present
- Game written in Javascript
- Website written with Ruby on Rails and Backbone.js.
- News aggregator, allowing users to subscribe to and follow RSS feeds.

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.