

# Ryan C. Anderson

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

1963 Clemens Rd, Oakland, CA 94602  
email: [ryan@rycander.com](mailto:ryan@rycander.com)  
github: [github.com/rycander](https://github.com/rycander)  
website: [rycander.com](http://rycander.com)  
(510) 325 5311

## 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

---

<a href="#">Sonar</a>	University of California	December 2011 – June 2012
<ul style="list-style-type: none"><li>• Survival/stealth game with a blind protagonist.</li><li>• Created level loading system, collision detection and resolution system.</li><li>• Designed and implemented data mining system exporting game info to xml.</li><li>• Designed and implemented heat map creation program using information from xml.</li></ul>		
<a href="#">Aggredile</a>	Personal Project	
September 2014 - Present	<ul style="list-style-type: none"><li>• Minimalistic Feedly clone.</li><li>• News aggregator, allowing users to subscribe to and follow RSS feeds.</li><li>• Implemented website using Ruby on Rails and Backbone.js.</li><li>• Designed and implemented database to hold user authentication and feed information.</li><li>• Designed and implemented RESTful api to control interaction between client and host.</li></ul>	
<a href="#">Asteroids and Lasers</a>	Personal Project	September 2014 -
Present	<ul style="list-style-type: none"><li>• Game written in Javascript, clone of asteroids.</li><li>• Implemented game from the ground up using Javascript and html5 canvas.</li></ul>	

## Employment

---

Junior Engineer	Intel	June 2013 - February 2014
<ul style="list-style-type: none"><li>• Contracted through Kelly IT Solutions.</li><li>• Part of triage team to identify and resolve errors in Ruby tests written to test graphics hardware.</li></ul>		