Ryan Son

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EDUCATION

Texas A&M University College Station, TX
Bachelor of Science in Computer Science, Minor in Mathematics *Expected December 2023*
- GPA: 3.69
- Dean's Honor Roll (Fall 2021)
- Distinguished Student (Spring 2021)
- Craig and Galen Brown Engineering Honors

EXPERIENCE

Software Engineer Intern May 2022 − August 2022
CACI International Inc *Sterling, VA*
- Developed decentralized peer-to-peer file management system on a blockchain-based storage
- Created React app to store onto and retrieve from internal IPFS (InterPlanetary File System) nodes to prove reliable decentralized file distribution
- Leveraged Hyperledger Fabric blockchain to manage access amongst organization members using certificate-based permissions
- Collaborated daily with 9 interns nationwide in an Agile development environment

Undergraduate Peer Teacher August 2021 − May 2022
Texas A&M College of Engineering *College Station, TX*
- Assisted over 80 general engineers in introductory Python and mechanics-based physics
- Held weekly office hours and laboratory sessions with 2 other undergraduates

PROJECTS

TeamLab | *Flask, Heroku, JavaScript, PostgreSQL* March 2022 − May 2022
- Collaborated with a team of 4 to make a full-stack web app to better schedule meetings and quantify productivity within companies
- Lead front-end designer and developer utilizing vanilla HTML, CSS, and JavaScript

POLX | *Google Cloud, Go, React.js, PostgreSQL* January 2022
- Winner of the Capital One "Best Financial Hack" award at TAMUHack 2022 with a team of 4
- Developed React app with Go back-end to scrape and analyze database of politician stock market trades

Quizify | *Django, JavaScript* September 2021
- Created song guessing quiz game with a team of 3 during HowdyHack 2021
- Built web app on a Django framework using queries from Spotify API

Dating Simulator Game | *Java, Swing* April 2018
- Built dating simulator game using Java for back-end and Swing API for GUI
- Developed progression using a point-tracking system to offer different character endings based on in-game dialogue choices

RELEVANT COURSEWORK

- Data Structures & Algorithms
- Cloud Computing
- Introduction to Computer Systems
- Cryptography
- Machine Learning
- Programming Languages
- Programming Studio
- Computer Organization

TECHNICAL SKILLS

Languages: C++, CSS, HTML, Haskell, Java, JavaScript, Python
Frameworks & Tools: Express.js, Git, LaTeX, Node.js, React.js