# Ryan Son

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#### **EDUCATION**

### Texas A&M University, College Station, TX

May 2023

Bachelor of Science in Computer Science, Minor in Mathematics

GPA: 3.61/4.00

**Relevant Coursework:** Computer Organization, Data Structures and Algorithms, Discrete Structures for Computing, Introduction to Computer Systems, Introduction to Program Design and Concepts, Linear Algebra, Programming Languages, Programming Studio

#### TECHNICAL SKILLS

#### Languages and Tools

• Proficient: C++, LaTeX, Python

• Familiar: CSS, Django, Haskell, HTML, Git, Java, Javascript, SQL, Verilog

### **EXPERIENCE**

### Software Engineering Intern

Sterling, VA

CACI International Inc

June 2022 – August 2022

#### Undergraduate Peer Teacher

College Station, TX

Texas A&M College of Engineering

August 2021 – Present

- Taught and assisted over 80 general engineers in introductory Python
- Held weekly office hours and laboratory sessions in coordination with 2 other undergraduates
- Reviewed and graded student exams and assignments

# **PROJECTS**

Quizify

September 2021

- Collaborated with a team of three during HowdyHack 2021 to create a quiz game that guesses songs from a
  user's playlist
- Utilized **Django** framework with **SQL** databases to build web application grabbing from Spotify's API

#### **Vaccination Destination**

September 2020

 Worked with a team of four to create a platformer game using Unity engine and C# for scripting at HowdyHack 2020

#### **Dating Simulator Game**

April 2018

- Created a dating simulator game using **Java** for implementation and **Swing** framework for GUI
- Developed progression with point-tracking system to offer players different endings based on flags raised

#### **ACHIEVEMENTS**

- Dean's Honor Roll (Fall 2021)
- Distinguished Student (Spring 2021)
- Craig and Galen Brown Engineering Honors