

# Ryan Son

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## EDUCATION

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### Texas A&M University

*Bachelor of Science in Computer Science, Minor in Mathematics*

College Station, TX

*Expected December 2023*

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

## RELEVANT COURSEWORK

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

## EXPERIENCE

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### Software Engineering Intern

*CACI International Inc*

May 2022 – August 2022

*Sterling, VA*

- TBD

### Undergraduate Peer Teacher

*Texas A&M College of Engineering*

August 2021 – May 2022

*College Station, TX*

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

## PROJECTS

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### TeamLab | *Flask, Heroku, JavaScript, Python*

March 2022 – May 2022

- Collaborated with team of 4 to make full-stack web app to better schedule meetings and gauge productivity within organizations
- Sole front-end designed and developer utilizing vanilla HTML and CSS

### POLX | *Docker, Go, JavaScript, PostgreSQL*

January 2022

- Winner of "Best Financial Hack" Award at TAMUHack 2022 with team of 4
- Scrapes database of politician stock market trades and displays algorithm-predicted positions on full-stack web app

### Quizify | *Django, Python, JavaScript*

September 2021

- Created song guessing quiz game with team of 3 during HowdyHack 2021
- Built on Django framework using SQL queries from Spotify API

### Dating Simulator Game | *Java, Swing*

April 2018

- Built data simulator game using Java for back-end and Swing API for GUI
- Developed progression via point-tracking system to offer player different character endings based on flags raised

## TECHNICAL SKILLS

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**Proficient:** C++, CSS, LaTeX, HTML, Python

**Familiar:** Django, Git, Haskell, Java, JavaScript, SQL