

# RYLEY JUE

714-745-8885 • ryleyjue@gmail.com • [LinkedIn](#)

## EDUCATION

Chapman University, Fowler School of Engineering

May 2024

Bachelor of Science, Computer Science

Minor: Information Security and Policy

Overall GPA: 3.81

## RELEVANT COURSEWORK

- Data Structures and Algorithms
- Object-Oriented Programming
- Data Communications/Computer Networks
- Computer Architecture
- Web Development
- Operating Systems
- Database Management
- Algorithm Analysis

## TECHNICAL SKILLS

**Programming:** Python, Java, C++, Rust, C#, HTML5, CSS, React, Next.js, XAML, MySQL, Unix/Linux

**Tools & Platforms:** Visual Studio, Azure DevOps, Git/GitHub, WPF, Microsoft suite, Docker, Netlify

## PROFESSIONAL EXPERIENCE

AVEVA – Software Development Engineering Intern

July 2022 - Present

- Developed UI in internal tools, delivering secure connection data via strict whitelisting for improved system integrity
- Investigated and resolved product issues within an Agile framework, ensuring product quality and timely bug fixes
- Conducted pre-launch testing to verify new features for seamless integration and functionality.
- Enhanced customer-facing UI to achieve a modern, user-friendly design, resulting in an improved user experience and streamlined workflow

## PROJECTS

Johnson & Johnson Pillbox | C++, Arduino MEGA 2560, RFID Reader, LCD screen, stepper motors

May 2022 – May 2023

- Designed a smart pillbox to safely distribute pill medication to elderly patients
- Planned simplistic user interfaces to address learning curve of technology
- Awarded several grants from Chapman University and VentureWell totaling almost \$10,000

National Parks Application | [GitHub](#) | React, Next.js, Node.js, Supabase, PostgreSQL, National Parks API

Mar 2023 - May 2023

- Built an informational website that allowed users to save information on National Parks in America
- Integrated user profiles using Supabase Authentication and PostgreSQL databases
- Led frontend and backend development efforts, bringing the website from concept to completion

Block Chain Snail Game | [GitHub](#) | Solidity, Etherscan API, React, Next.js, Node.js

Jan 2023 - May 2023

- Utilized the Sepolia Testnet to create an interactive and educational game for blockchain and cryptocurrency
- Constructed a virtual racetrack through React to illustrate users' transactions on the blockchain
- Documented the project's development journey, offering valuable insights for future learning and building

Basketball Stats Database Project | [GitHub](#) | React, Next.js, Node.js, Express.js, MySQL

Nov 2022 - Dec 2022

- Created a website for users to easily access and insert basketball stats
- Implemented an API using Node and Express to communicate with a MySQL server
- Calculated optimal player stats to indicate positive and negative performances

## RESEARCH EXPERIENCE

Reusability of Coffee Waste in 3D Printing

January 2021 – May 2022

- Collaborated with 4 STEM majors to respond to massive coffee ground waste in landfills
- Investigated material properties of spent coffee grounds to recycle them in additive manufacturing
- Fabricated resin and coffee ground mixtures recording UV exposure times and changes in material properties