Ryan Strotman

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Education

B.S. COMPUTER SCIENCE ENGINEERING   **DEC 2019**

- The Ohio State University, Columbus Ohio   Overall GPA (4.0 scale): **3.78**
- Honors: Recipient of Provost Scholarship, 2016-Present   Dean's List (>3.5 GPA), 5 semesters
- Related coursework: Automata and Formal Languages, Design Patterns, Linear Programming, Data Structures and Algorithms, Database Systems, Intro to AI
- Technical Skills: C#, .NET, R, C, SQL, Java, C++, Assembly, MATLAB

HIGH SCHOOL DIPLOMA | MAY 2016 | ST. XAVIER HIGH SCHOOL

Work Experience

CO-OP SOFTWARE ENGINEER | FOX SPORTS   MAY 2018 – AUGUST 2018

- Working on the NFL Prediction System
    - Predicted Field Goals in the NFL with an AUC of .86, using R and Machine Learning
    - Implemented neural networks and logistic and linear regression models for punt plays using C#
    - Reduced run time by over a half, by writing stored procedure in SQL
    - Made many filters for sorting data in an internal UI, using server-side sorting and the MVC pattern

SIGN AND DECAL PRODUCER | SIGN TECH WHOLESALE   MAY 2016 – AUGUST 2016

Personal Projects

CREATE GAMES ON MY OWN

- Nim with a perfect AI that learned from past games against itself using C#   May 2018
- Makes 2D video games with emphasis on code maintainability and reusability   August 2018 - Present
- Produced the ancient game of "Go" using C++   May 2017
- Connect Four with basic Artificial Intelligence using MATLAB and Java   December 2016

DYNAMIC WEBPAGE THAT PRODUCES A FAMILY TREE   June 2018

- Used C#, Entity Framework with a data base first design, and recursion

PARTICIPATED IN BLOCK CHAIN OSU CLUB   January – May 2018

- Learned about block chain and the Computer Science concepts that make it work

Group Academic Engineering Projects

MARIO 2D VIDEO GAME   August 2018 - Present

- Collaborated in a group of four to create a 2D Super Mario Replica in C#
- Created a difficult enemy AI using rule based and probabilistic techniques
- Implemented design patterns to reduce coupling and increase reusability
- Used communication and planning skills to work efficiently with my team

ADVANCED ENERGY VEHICLE PROJECT   January – May 2017

- Designed and programmed a small vehicle to complete a track in a four-person team
- Utilized MATLAB to run analysis on energy usage and increase efficiency