

Ryan Ungerleider

St Paul, MN

(414) 378-2710

Ryan.Ungerleider@gmail.com

Objective

Seeking a Software/Web Development job or any related field

Education

University of Wisconsin Stout – B.S in Computer Science

Concentration in Game Design and Development, 2023

Skills

Java	Quick Learner	AWS/Azure
C++	Speedy Prototyping	Application Release
C#.NET	Data Dog	Agile/Scrum
Python	Pair Programming	SQL
JavaScript/HTML/CSS	Unit Testing	ServiceNow
React/Angular	VS Code	Data Monitoring

Employment

Thomson Reuters – Software Engineer (Jan 2020 – Aug 2022)

As a software engineer at Thomson Reuters, I was part of a team that focused on developing and maintaining Thomson Reuters internal services such as user account, email, and SMTP alerts. Our job was to keep all services functional and up to date with the newest security trends.

- Part of a team of 8 people
- Developed internal website to help with resource management
- Worked on Thomson Reuters's service control and migrated workflows
- Tools used: AWS, Aurelia, Github Actions, Linux Boxes, TypeScript
- Utilized and build monitoring tools with DataDog

Computer Help Desk STAR Program, UW Stout (August 2018-May-2019)

As a helpdesk technician at UW Stout, I was responsible for creating, troubleshooting, and resolving user tickets.

- IT Support for UW Stout's Laptop Program
- Networking and hardware support
- Reimaging on Windows and Mac OS
- Resolved more than 20 tickets on a daily basis

Extra-Curricular

First Robotics Programming team

- Facilitated learning of Underclassmen in Java

Game Design

- Took part in UW Stouts semiannual 48 Hour Game Jam
- Created game released on the Epic Games Store

Side Projects

- Worked on Java UI for facial detection and background removal
- Electromagnetic wave propagation simulation app
- Multiple Indie games