Ryan N. Pettinato

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Objective

To obtain a professional position as a software engineer utilizing my relevant experience, technical expertise, and problem-solving skills.

Education

Arizona State University, Graduated

Computer Science, B.S.
Arizona State University, Graduating May 2024
3.70 Cumulative GPA, 3.71 Major GPA
ASU Dean's List 7/9 semesters

Arizona State University, Masters

Computer Science, M.S.
Arizona State University
Enrolling August 2024

Work Experience

Undergraduate Capstone Project with General Dynamics (2023): Collaborating with a team to create a secure video conference system with compressed and scaled video. Scrum leader and system developer.

ASU Undergraduate Teaching Assistant (2021): Worked as a student aid for a college introductory course. Assisted students with various problems ranging from homework to general college advice.

Projects

2D Indie Game (2023): Creating a video game using MonoGame C# for base tools. Used various graphical user interface tools and object-oriented design. Passion project outside of degree work. (Also using unity)

Compact Restaurant Tool (2021): Created back-end software functionality for a user-interface that was targeted for the food truck industry. Implemented data system and deep learning to predict order trends.

Extracurriculars

ASU Intramural Soccer League (2021): Founded and captained an intramural soccer team. Organized and led the 2021 team to an ASU wide intramural championship, while going undefeated.

Feed My Starving Children (on-going): Volunteered to packing food for disadvantaged children in less fortunate countries around the world.

Applicable Skills

Programming and Software Systems: Java (IDE 15.0.1), C++, C, Linux, Operating System internals, SQL, MySQL, Python, Prolog, Pandas, JavaScript, HTML, CSS, WebGL, ASP .NET framework, Rust, R, Swift (IOS), Artificial Intelligence (AI), Machine Learning, Deep Learning,

Hardware Systems: Xilinx boards, AMD hardware systems, Vivado design tool

Engineering and Design Tools: Matlab programming, Advanced design analytics, and SolidWorks 3D design

Completed Coursework

Data Structures and Algorithms, Software Engineering, Cyber Security Basics, Object-Oriented Programming, Programming Languages. Service-Oriented Computing, Quality and Assurance, Circuits, Matlab, Digital Design.