

Ryan Avery

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Objective

To find a professional position making use of my technical experience and problem-solving skills.

Education

Boise State University

B.S. in Computer Science (3.6 GPA)

May 2017

- **Relevant Courses**

Web Development	(CS 401)
Mobile Application Development	(CS 402)
Design and Analysis of Algorithms	(CS 421)
Computer Architecture	(CS 441)
Operating Systems	(CS 453)
Software Engineering	(CS 471)
Human-Computer Interaction	(CS 497)

- **Honors**

Dean's List: Spring 2016, Fall 2016, Spring 2017

Central Oregon Community College

A.A. in Core Curriculum

August 2014

Skills

Languages

Java, C, C++, C#, JavaScript, ARM Assembly, PHP, HTML, CSS

Technologies/Environments

Linux, Windows, Git, Apache HTTP Server, MySQL, Eclipse, Vim, Atom, NetBeans, Visual Studio, Android Studio, phpMyAdmin

Libraries/Frameworks

AngularJS, Microsoft's .NET, SDL, JUnit, PThreads, Emma, Microsoft XNA, JSON, XML, Xamarin, Volley, Picasso, RESTful

Projects

Senior Project – Little Authors

Worked with four team members to create a Minimum Viable Product for the Boise State Venture College. Emphasis on agile software development, pair programming, verification and validation from sponsor. Involved C# and Java programming languages and the use of Xamarin framework.

Crowdsourced Classifier

Created an Android application for the Android Play Store that allows users to classify images for the use of Machine Learning using Convolutional Neural Networks.

Memory Manager

Implemented a custom memory manager using the Buddy Algorithm in the C programming language. Achieved faster speeds than malloc and free in the C Standard Library.

B-Tree

Created a working B-Tree in Java for storing and parsing amounts of data too large to fit into memory. Successfully implemented insertion and deletion functions