Ryan S. Peterson

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Portfolio: http://ryanspeterson.com/

SUMMARY

Organized, creative, and efficient Programmer with experience in software design and development. Keen ability to learn new projects and technologies very rapidly. Energetic, thoughtful, and eager to learn new skills and processes.

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EXPERIENCE

Unity Developer at Tech Wizards

February 2024 - Present
- Created a training application fixing hardware and software faults
- Tested company products for quality
- Obtained Common Access Card and Secret security clearance
- Worked with Unity, C#

Unity Developer at Digital Cloak

July 2020 – Present
- Created a 3D simulation for the training and deployment of anti terrorist measures
- Created a UI to visualize company data integrated with company systems
- Created an AR office visualization on iOS
- Obtained Common Access Card and Secret security clearance
- Worked with Unity, C#

Web Developer at Liberty Oilfield Services

November 2017 – April 2020
- Created internal web applications to create new business development insights
- Used SCRUM to self direct completion of tasks
- Worked with C#, SQL Server 2012, Excel, Visual Basic, asp.net

Software Developer / Business Analyst at LenderLive

October 2016 – July 2017
- Responsible for the creation of sales reports increasing efficiency of sales operations
- Supported automation of billing and invoicing
- Worked with C#, SQL Server 2012, Salesforce, Cisco Call Manager, Excel

Software Developer at Dsoft Technology

August 2015 – January 2016
- Web application development and testing for multiple clients working with teams
- Worked with Umbraco, C#, HTML, and CSS to create multiple client websites.

·   Used SCRUM to effectively manage tasks and complete work within deadlines

User Interface Developer at Virtual Immersive Environments
September 2014 – May 2015
·   Created the User Interface of a 3D fashion app called Visageo using Unity and C#
·   Worked closely with another developer to add networking to Visageo
·   Created a functioning login, and chat using Unity networking
·   Thoroughly tested Visageo to assure product quality
·   Managed multiple projects while maintaining quality while under strict deadlines

Software Developer at Red Mind Solutions
August 2014 – September 2014
·   Used AngularJS to create the user interface for the company product
·   Added support for ng-grid and Packery into the company product
·   Gained experience with the MEAN stack

Quality Assurance Intern at Intelligent Software Solutions
August 2010 – January 2013
·   Spent six months testing company products through JIRA
·   Used Java to maintain quality in company products
·   Attended weekly meeting assessing progress
·   Worked in a large team to ensure the quality of the company's products

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EDUCATION
University of Colorado Colorado Springs
Bachelor of Innovation in Game Design and Development Minor in Computer Science
August 2010 – May 2014
GPA: 3.236 GPA out of 4
Courses: Computational Linear Algebra, Programming the Mobile Web, Computer Graphics, Programming in C, Advanced Data Structures in C++, Data Structures and Algorithms for Game Design, Unity Game Development, Online Game Development, Game Level Design, Commercial Game Development Practicum, Innovation Teams

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SKILLS
Languages: C#, Java, C++
Databases: SQL Server, Amazon Web Services
Other: Unity, HTML 5, CSS, JavaScript, JIRA, UNIX, XML, PHP, SVN, Git, SQL, jQuery, Umbraco, Salesforce, Cisco Call Manager, Excel, ASP.NET, VR & AR Development
Some experience: Objective C, iOS, Android, AngularJS, CryENGINE, Gimp, GhostDocs, JSON

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CERTIFICATES

Unity Certified Developer   September 2017
Oracle 9i Certification   August 2010
Received a technology award in High School
National Society of Leadership