Ryan Feldman

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EDUCATION

Drexel University   **September 2023 - June 2028 (Expected)**
Bachelor of Science in Computer Science (Concentrations: Game Development, Software Engineering)   Philadelphia, PA
- Dean's List: Spring 2024

TECHNICAL SKILLS

Scripting / Programming Languages: Python, Java, C++, C, SQL, JavaScript, HTML, CSS, Bash, PowerShell

Systems / Tools: Windows, Linux CLI (Debian, Ubuntu), Node.js, Caddy, MongoDB, Git, Trello, MS Office Suite

Experienced Methodologies: Test Driven Development, Extreme Programming, Agile, Scrum, Lean, Kanban

WORK AND EXTRACURRICULAR EXPERIENCE

iD Tech Camps   **June 2024 – August 2024**
Instructor   Princeton, NJ

- Developed a tech-focused curriculum to engage and challenge students, aged 7 to 17, in groups of 6 to 12
- Collaborated with a team of 12 instructors to share teaching styles and ensure high-quality lessons
- Supervised up to 12 projects simultaneously, balancing technical instruction with hands-on experiences
- Troubleshot technical malfunctions and user errors, minimizing downtime and ensuring seamless progression
- Created original, interactive lessons and visual aids upon recognizing gaps in the provided program
- Handled time effectively to adjust for unexpected holdups and recover from setbacks
- Communicated regularly with directors to align team activities with broader deadlines and goals

Boy Scouts of America Troop 71   **March 2016 – December 2022**
Assistant Senior Patrol Leader   Doylestown, PA

- Managed groups of varied sizes and mixed skill levels throughout 1000+ days of elected leadership
- Delegated roles and responsibilities of 50+ troop members to strategically optimize team efficiency
- Planned and actively directed weekly meetings, week-long camping trips, and multiphase service projects
- Attended leadership meetings to negotiate plans, assess individual performance, and ensure team alignment
- Led crisis resolution efforts by implementing solutions and shifting team focus while under pressure

PROJECT EXPERIENCE

Network Administration   **September 2020 – Present**

- Assemble a network infrastructure, including Unix-based rack servers, to allow constant connectivity, performance, and security for personal use
- Provide reliable hosting services in the form of websites and game servers to external parties
- Employ UDP, TCP, HTTPS, and WS protocols while implementing custom-built connections

Independent Game Development   **June 2016 – Present**

- Design games from concept to creation, demonstrating proficiency in game design principles, mechanics, asset building, resource management, and user experience
- Conduct playtesting sessions to record feedback, identify bugs, and measure player engagement
- Establish achievable project timelines and iterative tasks to encourage continual progress
- Utilize knowledge sharing when collaborating with others to expand my skills while improving the product