

Ryan Bury

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Goal

Seeking a Computer Science related internship where I can learn, grow and contribute to a team.

Education

The Pennsylvania State University, Altoona, PA
Bachelor of Science, Computer Science, May 2018
GPA: 3.99, Deans List all semesters completed

Relevant Course Work

Completed: Calculus I-III, Matrix Math, Physics (Mechanics, Electricity and Magnetism), Macro-Economics, Intro to Computer Engineering, C++ programming, Java programming, Effective Speech, and Spanish II.

Currently Taking: Computer Organization and Design, Systems Programming, Discrete Mathematics, Numerical Computations, and Elementary Probability and Statistics.

Skills

Proficient in C++, Java, Python, HTML, CSS, Apache Hadoop, Apache Spark, Azure Machine Learning. Beginner in PHP, JQuery, C.

Have learned new concepts very quickly. Implemented Skills to real-world problems.

Projects

- Recreated the game “Where in the World is Carmen Sandiego” with C++.
- Applied Python and Tweepy to detect malicious Twitter users.
- Created a personal website from scratch using HTML, CSS, and PHP.
- Created a Microsoft Paint-esque application from scratch in Java.

Work Experience

Pennsylvania State University
Peer Tutor

Altoona, PA
September 2015 - May 2016

- Mentored and supervised younger students in learning mechanics-based physics.

Pennsylvania State University
Undergraduate Research Assistant

Altoona, PA
November 2015 - Present

- Helped develop teaching tools for online big data analytics/network security course.
- Evaluated and helped teach new technologies like Hadoop, Spark, and Azure Machine Learning.

Activities

Penn State Altoona Honors Program, occasionally volunteer for special needs programs, Play volleyball for entertainment, and develop games and programs for my personal use with the hope that they could be published.