

# Ryan Rosenblatt

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## EDUCATION

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### University of Rochester

Rochester, New York

#### Bachelor of Arts, Computer Science

Expected May 2025

Minors: Political Science and Digital Media Studies

- GPA: 3.66 out of 4.00
- Recipient of the 2024 Alice DeSimone Award for Student Life Engagement

## SKILLS

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**Languages:** Java, C#, C, R, Processing, Python, SQL, HTML, JavaScript, and Arduino

**Software and Tools:** Linux, git, Docker, Nginx, OnShape, Unity 3D, Adobe Photoshop, Adobe Premiere, Excel, Powerpoint, and Google Suite

**Soft Skills:** Leading teams, analytical reasoning, written communication, and attention to detail

## EXPERIENCE

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### University of Rochester History Department

Rochester, New York

Research Assistant, Digital Kormantin Project

April 2022 - Present

- Developed an interface utilizing Unity 3D to educate students on a historical site in Ghana
- Writing code in C# to explore the environment and visualize information (text, video, and images)
- Creating and implementing custom game assets that were presented at an educational conference

### University of Rochester Computer Science Department

Rochester, New York

Teaching Assistant, Data Structures and Algorithms

August 2022 - December 2022

- Supervised a group of 40 Computer Science students working with Java twice a week
- Designed and distributed a Java auto grader based on test-cases from each project description

## INDEPENDENT PROJECTS

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### Program Confinement Project • Computer Organization

December 2022

- Developed a C program to limit power consumption of a given software to better utilize resources
- Built tests that ran on a computer program which stopped it when preset conditions were reached

### Planet Guinea Pig Game • DandyHacks Hackathon

October 2022

- Programmed a guinea pig city building game in Processing from scratch in 36 hours
- Oversaw technical goals for the project and wrote over 700 lines of code (hexagonal hit-boxes, GUI, buttons and dialogue)
- Awarded second best video game at the DandyHacks Hackathon

### Game Design • UCLA Game Lab Summer Institute

July 2020 - August 2020

- Modeled with Unity 3D to create working games (2D and 3D) and writing scripts in C#
- Initiated check ins with fellow team members over Zoom
- Collaborated with others to overcome programming challenges

## LEADERSHIP & EXTRACURRICULAR ACTIVITIES

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### University of Rochester

Rochester, New York

Simulation Gaming Association, President

May 2023 - January 2024

- Designed tracking software and Wordpress website for a 3 day tabletop gaming convention with over 300 attendees
- Led communications with membership, university administration, sponsors, and other organizations
- Oversaw a 70% increase in introduction event attendance

Simulation Gaming Association, Business Manager

May 2022 - May 2023

- Established new process for tracking financial data through Excel spreadsheets and analyzed spending patterns