

Ryan Rosenblatt

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EDUCATION

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
- Coursework: Computer Organization, Artificial Intelligence, Data Structures & Algorithms, Database Systems, Game Development, Operating Systems, App Development (React)
- Recipient of the 2024 Alice DeSimone Award for Student Life Engagement

DIS Stockholm - International Studies Program Stockholm, Sweden
January 2024 – May 2024

- GPA: 3.94 out of 4.00

SKILLS

Languages: Java, C#, C, C++, Python, SQL, R, PHP, HTML, and JavaScript

Software and Tools: Linux, Ubuntu, git, Docker, MongoDB, Nginx, React, React Native, Unity 3D, OnShape, Adobe Photoshop & Premiere, Excel, Google Suite, D3.js, and Observable

EXPERIENCE

Stealth-mode Security Technology Startup New York, New York
Technology Intern June 2024 – August 2024

- Demonstrated key technologies to two new engineers, driving improvements to the on-boarding process
- Designed a Bash script to automate device startup and improve device performance

Energy Impact Partners New York, New York
IT Operations Intern May 2024 – August 2024

- Worked extensively with IT Infrastructure, DevOps, and Financial Team
- Implemented new workflows to conduct security audits, saving over 100 hours annually
- Built automated software using a REST API to assist Financial Team in making informed client interactions

University of Rochester Rochester, New York
Research Assistant, Digital Kormantin Project April 2022 – January 2024

- Developed an interface utilizing Unity 3D to educate students on a historical site in Ghana
- Created and implemented a virtual tour using interactive popups with C#
- Showcased research at an AR/VR Conference to more than 50 people

INDEPENDENT PROJECTS

ClubSpot • DandyHacks Hackathon November 2024

- Built a dynamic platform using React, JavaScript, and MongoDB to curate personalized real-time feeds
- Awarded the GoDaddy prize for best domain name, recognized for branding creativity

Planet Guinea Pig Game • DandyHacks Hackathon October 2022

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

LEADERSHIP & EXTRACURRICULAR ACTIVITIES

University of Rochester Rochester, New York
Simulation Gaming Association, President May 2023 – January 2024

- Spearheaded website redesign using Wordpress and JavaScript reaching 60% user engagement
- Designed budgeting and attendance software for a 3 day gaming convention with over 300 attendees
- Oversaw a 70% increase in introduction event attendance