

Rylan Davidson

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I am an enthusiastic Computer Science student who is seeking to gain hands on experience that will make me a more proficient programmer, so that I can write software that improves people's lives.

SKILLS SUMMARY

- Proficient with Object-Oriented programming
- Graphic Design
- Comfortable talking to large groups
- Writing effective code documentation
- Effectively shares code to work on team projects

EDUCATION

Bachelor of Science in Computer Science

University of Arkansas, Fayetteville, AR | GPA 3.87 | Honors College Candidate

Expected: May 2026

Graduated top 25 of a 700+ sized class

Cabot High School, Cabot, AR | GPA 4.0+

May 2022

EXPERIENCE

President of Razorback Game Devs

Fall 2024 – Now

- Organize 2 coding competitions a year.
- Project lead for our "yearlong game project" which will culminate in releasing a game for distribution.
- Work closely with professor to teach game design to students.

ICPC (International Collegiate Programming Contest)

Spring 2024

- Worked with a team to solve programming "puzzles".
- Only 1 person could use the computer at a time so delegation of tasks were necessary.
- Placed 3rd out of U of A's school teams.

Worked with U of A ACM (Association for Computing Machinery) President

Spring 2023

- Worked on designing an industry level website for a different student organization on campus.

PROJECTS

HTML, CSS, JavaScript:

- My website rylandavidson.com
 - Presents all the information you see on this resume in a much more engaging way.
- Responsive Web Design Certificate from freeCodeCamp.com

Java, Model-View-Controller architecture:

- Java Turn-Based RPG (Role Playing Game)
- Gardening Game (Stardew Valley Clone)
- Mrs. Pacman Game

React:

- To do list using React Typescript.

C#, Unity:

- Inventory System using C#

Python:

- Python based Calculator Application.

Goals

Have a video game up for distribution

by 2026

Get Certified in React

by 2026

Own a company

by 2034