

Ryan Muskopf

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Skills

Proficient With

Angular, React.js, Bootstrap, JavaScript, HTML5 & CSS3, Node.js, C#, Git, MySQL, JIRA

Familiar With

Spring Boot, .Net, Socket.io, Redux, Express.js, Firebase, Java, Unity, MongoDB, jQuery, C# .Net Framework, XML, C++, Heroku, Unreal Engine, Handlebars, Processing, Final Cut Pro, A-Frame, Monogame, Maya, Photoshop

Education

Rochester Institute of Technology | BS in Game Design and Development
Graduated May 2018

Projects

Paychex Flex | paychex.com/payroll/online-payroll

Paychex Flex is a web app that allows small businesses to manage payroll and other managerial tasks with ease. I worked on the effort to make the dashboard customizable, as well as work to allow external applications to connect to Flex, and the migration off of Flash and onto Flex in late 2020. I worked with Angular, Spring Boot, and C# .Net Framework on this project.

The Caller Queue 3 | thevcc.tv/callerqueue

The Caller Queue is a system for live shows to stage viewers before going on air. I worked on the third (and most recent) version which utilized Node.js, React, Redux, Socket.io, WebRTC, and MySQL. My work on the Caller Queue has been used by shows such as the 2020 International Emmy Awards, MLB's Chatting Cage, and NFL Draft 2020.

Scryfall Spoiler Bot

The Scryfall Spoiler Bot is a Discord bot I created to pull information from a REST API at regular intervals and update subscribed Discord channels with new information as it becomes available. I worked with Node.js, Discord.js and Express.js on this project. The project is actively maintained.

Experience

Software Developer | Mindex - 7/2018 – Current

Worked as a full stack developer on Paychex Flex. Worked primarily in Angular, Spring Boot, and C# .Net Framework.

Web Development Intern | The Video Call Center - 8/2017 – 12/2017

Worked as a full stack developer on the Caller Queue to service live television. Worked primarily in Node.js, React, Redux, Bootstrap, Socket.io, and MySQL.

Instructor | iD Tech Camps - 6/2017 – 8/2017

Worked to give middle school and high school students an introduction to game development and programming. Worked primarily in Unreal and Unity.