

## Ryan R Panuski

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### Education

Kutztown University, M.S. Computer Science, Diploma expected August 2010

- Master's Thesis: Determining the Requirements of Creating Realistic Artificially Intelligent Game Agents

Pennsylvania State University, B.S. General Science, Graduated May 2006

### Computer Skills

Platforms: <ul style="list-style-type: none"><li>• DOS</li><li>• Windows(95,98,NT,ME,2000,XP,Vista)</li><li>• Linux(Red Hat 5, Fedora Core 4, Ubuntu)</li></ul> Programming Languages: <ul style="list-style-type: none"><li>• C, C++, C#, Python, Visual Basic</li></ul> Web Languages: <ul style="list-style-type: none"><li>• XHTML, HTML, PHP, CSS, Cold Fusion, ASP</li></ul>	Server Control Panels: <ul style="list-style-type: none"><li>• CPanel / WHM, Plesk</li></ul> Databases: <ul style="list-style-type: none"><li>• MySQL, MS SQL 2000 &amp; 2005</li></ul> Graphics APIs: <ul style="list-style-type: none"><li>• OpenGL, Direct X</li></ul> Software: <ul style="list-style-type: none"><li>• Maple</li></ul>
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### Experience

**Kutztown University, Kutztown, Pa - Graduate Assistant Computer Science Dept; January 2010 - May 2010**

- Assisted Dr Kaplan with research.
  - Created a literary review for the topic of robotic learning.
- Provided academic help to undergraduate students on various assignments and projects.

**Kutztown University, Kutztown, Pa - Graduate Assistant Electronic Media Dept; January 2009 - May 2009**

- Assistant Producer of the student run television show "It's Academic".
  - Interviewed guests for the show.
  - Assisted the producer in running the show smoothly.
- Assisted with setup of television lab equipment.

### **General Experience**

- Worked with and improved numerous path finding algorithms in C/C++.
  - Dijkstra's, Bellman-Ford and A\* path finding algorithms.
- Developed a dll to display information about Windows processes.
- Programmed an application in C++ that put a Mouse in a Maze.
  - The mouse uses vision and memory to find the cheese in the maze.
  - The program has the foundations to be built into a neural network.
- Half-Life Modification.
  - Based upon the Super Nintendo game of Smash TV.
  - Various modifications to the Half Life engine written in C and C++.

**HostMySite, Newark, De – Technical Support Representative; February 2007-May 2008**

- Debugged websites and applications using PHP, C#, Cold Fusion and ASP.
- Assisted in the consultation and discussion of various internal applications.
- Assisted in server maintenance, stability and cohesion with existing websites and applications.
- Handled customer complaints and problems with tactful and accurate explanations and solutions.

**Freelance Web Design, Allentown, Pa October 2006 – February 2007**

- Collaborated with the Spider Web Design Team on various websites using X/HTML, PHP and CSS.

### **Pennsylvania State University**

- Used C and C++ to create small and medium sized projects.
- Used Maple to study transmission energies through energy barriers as happens when an electron changes energy levels within an atom.