

Ryan Eshan

347-845-1757 | reshan@stevens | [linkedin.com/in/ryan-eshan/](https://www.linkedin.com/in/ryan-eshan/) | github.com/Retained |

EDUCATION

Stevens Institute of Technology

Bachelor of Science in Computer Science

Hoboken, NJ

Expected May 2026

Scholarships & Awards: Edwin A. Stevens Scholarship, Dean's List: Spring 2023

Relevant Coursework Multivariable Calculus and Matrices, Data Structures, Discrete Structures, Algorithms, Probability and Statistics, Computer Architecture and Organization

TECHNICAL SKILLS

Programming: Java, Python, C/C++, JavaScript, HTML/CSS, Latex, Scheme/Racket

Frameworks: Node.js, Flask, JUnit, React, NumPy, Bulma, Bootstrap

Libraries: Pandas, NumPy, Matplotlib, Scipy, PyTorch, Discord.py API, Turtle, Tkinter, spaCy, NLTK, Lodash, jQuery

Operating Systems: Microsoft Windows, MacOS, Ubuntu Linux

Developer Tools: Git, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, Replit

EXPERIENCE

Google CSSI Intern

July 2022 - August 2022

Ladders for Leaders

New York City, NY

- Completed an introductory project-based **HTML/CSS and JavaScript** curriculum taught by Google engineers.
- Configured 4 individual coding projects in **JavaScript** by using concepts such as variables, data types, and functions.
- Delivered a collaborative final project presentation (**implementing Bulma, HTML, CSS, and JS**) that included a live demonstration to Google employees and community leaders.
- Participated in a **4-week** intensive computer science summer program for high-achieving students

Work Learn Grow Intern

October 2021 - March 2022

Website Programmer and CS Instructor

New York City, NY

- Coded 5 interactive websites on code.org using **HTML, CSS and JavaScript**
- Taught WLG participants the foundations of coding, in languages such as **Python, HTML, CSS and JavaScript**, taken by **50+** participants
- Created a website for a school in which it advertised students to recycle. Improved the school's recycling usage by **5%**

PROJECTS

All in One Discord Bot | *Python, Discord.py, spaCy, NLTK, Lodash, Express.js, Flask*

September 2023 - Present

- Designed and developed a versatile, weather analysis and trivia Discord bot using **Python** and **Discord.py**, enhancing server functionality and user engagement
- Developed a weather analysis module using **Python**, integrating weather data from APIs like **OpenWeatherMap**, and performed **Real-Time Weather** forecasts and updates within the Discord server
- Created engaging trivia games within the Discord bot, utilizing **Open Trivia Database API** for game logic and **Express.js/Flask** for web-based interfaces to allow users to participate and track their scores

Project: Travel Recommendation Website | *JavaScript, HTML, CSS, Bulma, jQuery, Bootstrap*

May 2023 - June 2023

- Developed a responsive travel recommendation website to assist users in discovering travel destinations across the United States using **JavaScript, HTML, CSS**
- Designed and implemented the entire front-end of the website using **HTML** and **CSS**, ensuring a visually appealing and user-friendly interface
- Utilized **JavaScript** for dynamic interactivity, including user input handling and real-time recommendations based on user preferences
- Incorporated **jQuery** for efficient **DOM API** manipulation and **Bootstrap** for responsive design, optimizing development efficiency

Minecraft Clickity Adventure | *JavaScript, HTML, CSS, Bulma*

July 2022 - August 2022

- Developed an engaging incremental game based on Minecraft using **JavaScript, HTML, and CSS**, and leveraged the **Bulma** CSS framework for responsive and visually appealing user interfaces
- Implemented core game features such as click mechanics, auto-clickers, and multipliers, showcasing proficiency in **JavaScript** game development
- Implemented game save and reset functionality using **JavaScript** and the browser's **localStorage API**, enhancing user experience in the incremental game project
- Developed a responsive and visually appealing scoreboard using **HTML, CSS, and the Bulma** CSS framework, providing real-time updates on the player's current and total scores, enhancing the user interface