

RYAN DEAK

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PROFESSIONAL EXPERIENCE

2004 – Present **Consultant, ITA Productions Inc.**

- Designed and implemented a content management system to allow non-technical administrators to publish dynamic content to the web.
- Created and integrated two databases to publish calendars where clients can purchase reservations.
- Created accounting software to generate financial reports based on reservations and account deposits.
- Migrated data from Filemaker and 4th Dimension databases to SQL.
- Maintained inter-office network, including setting up 802.11 Networks, networking Bluetooth devices, installing network printers, and maintaining server applications.

1998 – Present **Consultant, Fleet Pizza Inc., Pibicar Inc.**

- Created and maintained telephone logging software to parse telephone logs and create daily breakdowns.

2005 **Web Designer, National Society of Black Engineers, UCLA Chapter**

- Redesigned the site to include drag and drop photo galleries.
- Integrated an event calendar using data exported from Apple's iCal and Mozilla Calendar.
- Created an XML database back-end for use with a user-friendly hyperlink generator that allows non-technical site administrators to add hyperlinks that automatically expire at specified dates and are remove themselves from the database.

2002 – 2003 **QA Tester, THQ Inc.**

- Responsible for gameplay tuning and identification of game exploits.
- Identified over 250 software defects and entered into database.

2001 **URSI Fellow, Vassar College**

- Researched automation of dynamical system specification and design.
- Created a user interface in Mathematica to take specifications of physical systems in terms of Lagrangian functions and outputs C++ plugins into a physics-based simulation framework.
- Selected as one of three students to speak at the Annual URSI Symposium.
- Selected as one of two speakers to address the Board of Trustees of Vassar College on scientific visualization research.

1999-2000 **Teaching Assistant, Vassar College**

2001-2002

- Held weekly offices hours for groups of up to 12 students for courses including Calculus, Software Development Methodology, and Computer Organization.
- Taught topics including mathematical induction, software design principles, and assembly language.

COMPUTER SKILLS

Languages: C, C++, Java, Scheme, Lisp, SQL, XML, HTML, CSS, PHP, Coldfusion, Mathematica
Operating Systems: Unix / Linux, OS X, Windows XP / 2000

PUBLICATIONS

Automated Synthesis of Numerical Simulation Programs for Rigid Mechanical Systems in Physics-Based Animation, T. Ellman, R. Deak, and J. Fotinatos Automated Software Engineering, 10, 2003. Note: Extended version of paper listed below.

Knowledge-Based Synthesis of Numerical Simulation Programs for Rigid-Body Systems in Physics-Based Animation, T. Ellman, R. Deak, and J. Fotinatos Proceedings of the 17th IEEE International Conference on Automated Software Engineering, 2002, Edinburgh, UK.

EDUCATION

Master of Science, Computer Science
University of California, Los Angeles, Degree In Progress. 3.3/4.0 GPA

Bachelor of Arts Computer Science and Mathematics
Vassar College, Degree May 2002. 3.6/4.0 GPA
Departmental Honors in both Computer Science and Mathematics

Exchange Program, Thayer School of Engineering
Dartmouth College, 2000 – 2001. 3.4/4.0 GPA

REFERENCES

Furnished upon request.