

Ryan Grotzky

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SUMMARY

I am a computer science student at Utah State University with a strong foundation in Python, Java, HTML, CSS and JavaScript. I want to leverage my technical and soft skills to contribute effectively to dynamic teams and innovative projects.

SKILL SETS

Technical Skills:

JavaScript | Typescript | Python | Java | Nodejs | HTML | CSS | React | Vue | Nextjs | Git | Cypress | Postman

Soft Skills:

Leadership | Teamwork | Communication | Agile | Technical Writing | Time Management | Quality Control

EDUCATION

Bachelor of Science in Computer Science | *Utah State University* | *Logan, Utah* Expected Graduation: May 2026

- GPA: 3.91
- Relevant Coursework: Sandbox, Software Engineering, Advanced Data Structures and Algorithms

EXPERIENCE

Cordinova | *Co-Founder* | *Logan, Utah*

May 2025 – Present

- Co-founded Cordinova through the USU Sandbox startup incubator to simplify workplace management for small and growing businesses
- Helps business owners save time and reduce scheduling complexity
- Driven to create software that's both powerful and approachable – offering businesses flexibility and employee clarity
- Built using Typescript, React, and Nextjs, with supabase functioning as our database
- One company currently using our product with other companies interested in joining our demo

Campbell Scientific | *Software Intern* | *Logan, Utah*

May 2025 – Present

- Working on Campbell Scientific's cloud software platform as part of the Research & Development team
- Built cypress test suites for various Campbell Scientific Vuejs components
- Revised the OpenAPI spec to align with updated API endpoints and achieve full compliance in automated Postman tests
- Utilized android studio to make updates to the Campbell Go app
- Worked with senior engineers and managers in collaborative agile development.

LastGame | *Project* | *Logan, Utah*

January 2025 – April 2025

- Built an online, infinite-adventure RPG inspired by Dungeons & Dragons.
- Enabled users to create unique characters, explore AI-powered campaigns across a genre of their choosing, execute skill checks through a d20 dice roll, level up, and manage multiple campaigns through saving/loading.
- Engineered a responsive SPA using React, TailwindCSS, and DaisyUI, and architected a type-safe Node.js/Express backend with tRPC, Prisma (PostgreSQL), and Passport.js authentication.
- Integrated Google Gemini 2.0 LLM to function as an AI Dungeon Master, generating real-time narrative content.