



Riley Barshak

Seeking internship or co-op for Summer 2026

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Education

Rochester Institute of Technology, BS in Computer Science

Aug 2025 – May 2029

Skills

Languages: Python, JavaScript, TypeScript, React, HTML/CSS

Technologies: Node.js, Next.js, Tailwind CSS, Git, Linux, Docker, MongoDB

Experience

Founder & Developer, Pores.life - Minecraft Server

Sept 2021 – Jan 2023

- Founded, managed, and developed a multiplayer Minecraft Server, peaking at 100+ concurrent players, generating over \$5K in revenue.
- Developed gameplay features and server-side logic using Skript and Minecraft APIs (Spigot/Bukkit), focusing on performance and reliability.
- Led a small team of developers, implementing version control, update pipelines, and player feedback systems.
- Coordinated community management, player engagement, and live events to sustain an active player base.

Expediter & Busser, Five Ocean - Restaurant

May 2022 – Sept 2024

- Coordinated real-time communication between kitchen and service teams, managing up to 14 concurrent tickets during peak hours at ~120-guest occupancy.
- Collaborated within a 16-person cross-functional team to maintain workflow efficiency and consistent service quality during peak hours.
- Applied systems thinking to streamline table turnover and prioritize tasks under pressure, optimizing coordination to prevent bottlenecks and improve overall dining flow.

Projects

KeyQuest - TypeScript, React, Tailwind CSS, Next.js, Node.js, MongoDB

keyquest.rileyb.net

- Built an interactive web platform that gamifies typing practice for students, increasing engagement and skill through competitive challenges and real-time feedback.
- Implemented secure authentication, session management, and role-based dashboards built for teachers to assign and track student progress, validated through 19 structured test cases.
- Designed and implemented performance analytics across three game modes to track WPM, accuracy, and improvement trends over time.
- Conducted user testing with ~12 students, integrating client feedback to improve engagement, accessibility, and performance.

Activities

Computer Science House (CSH), Socials Director & Active Member

Sept 2025 - Present

- Elected to the Executive Board as Socials Director; coordinate community-building events and strengthen engagement within a ~75-member computing organization.
- Contribute to interdisciplinary software and hardware initiatives across the house.
- **Kilobyte Project:** Co-leading a hardware initiative to motorize a shopping cart, developing custom Arduino-based control systems, dual-motor drive, and CAD/3D-printed structural components.
- **AI-Powered Captioning Glasses:** Developing real-time captioning glasses with an 8-member team using Python, Raspberry Pi, and OpenAI Whisper; integrating AR display technology for accessibility.
- **3D-Printing Workflow Project:** Designing a secure FreeIPA authentication system to restrict printer access.