




Riley Barshak

Seeking Software Engineering internship or co-op for Summer/Fall 2026

rileybarshak@gmail.com |  rileyb.net |  rileybarshak |  rileybarshak

Education

Rochester Institute of Technology, Bachelor of Science in Computer Science

Expected Graduation May 2029

Skills

Languages: Python, Java, 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 **\$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

Sept 2024 – Feb 2025

- Built an interactive web platform that gamifies typing practice for students, increasing engagement and skill through competitive challenges and real-time feedback.
- Implemented performance analytics across three game modes to track users' WPM, accuracy, and consistency.
- Conducted user testing with **~12 students** across **19 structured test cases**, integrating client feedback to improve engagement, accessibility, and performance.

Kilobyte - C++, Electronics, CAD

Oct 2025 – Present

- Co-led a hardware initiative to motorize a shopping cart using recycled and repurposed parts.
- Developed Arduino-based control systems, dual-motor drive, and CAD/3D-printed structural components.
- Managed a **3-member team**, bridging both hardware and software focused teammates.

Activities

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

Sept 2025 - Present

- Elected to the Executive Board as Socials Director; coordinated community-building events, strengthening engagement within a ~75-member computing organization.
- Contributed to interdisciplinary software and hardware initiatives across the house.
- **AI-powered Captioning Glasses:** Developed 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:** Designed a secure FreeIPA authentication system to restrict printer access.