Neal Lowry

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EDUCATION

University of California, Irvine   Irvine, CA
Bachelor of Science, Informatics   *September 2020 - Present*
GPA: 3.62

SKILLS

Languages: Python, HTML/CSS, Javascript, MySQL
Frameworks: React, Angular, Django, NodeJS
Relevant Coursework: Project Management, User Interaction Software, Machine Learning/Data Mining, Information Retrieval, Software Testing/Quality Assurance
Tools: Git, VSCode, Figma, Adobe PS

PROJECTS

MNDYRR Technologies Chatbot   *January 2024 - Present*
Backend Developer

- Collaborated with group of 4 developers to create Mendy, a conversational mental health AI that provides empathetic support for at-promise youth population
- Facilitated Agile ceremonies such as sprint planning, stakeholder progress reports, and Kanban board updates to ensure continuous project development and improvement
- Implemented Retrieval Augmented Generation (RAG) and language chaining (Langchain) to improve training accuracy and model performance
- Developed caching mechanism for chat history using Django database, resulting in improved response times

Geospatial Interactive Map   *November 2023 – December 2023*
Full-Stack Developer

- Collaborated with 2 developers to create an interactive U.S. map application that fetches and displays geographically relevant information
- Utilized React framework for frontend to display fetched data in a user-friendly interface
- Implemented Django SQL database to efficiently store and manage state data obtained from web crawler

EHR System   *November 2023 – December 2023*
UI / UX Designer

- Proposed electronic health record (EHR) system that leverages multi-channel blockchain and local network architecture to enhance data security
- Designed high-fidelity mockups and architecture diagrams using Figma