

Neal Lowry

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EDUCATION

University of California, Irvine
Bachelor of Science, Informatics
GPA: 3.62

Irvine, CA
September 2020 - Present

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

Scrum Master / Backend Developer

- Collaborated with group of 4 developers to create Mendy, a conversational mental health AI that provides empathetic support for at-risk 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