RYAN OET

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ACADEMICS

- **Bachelor's Degree, Swarthmore College, Swarthmore, PA**   **May 2024**
  - Computer Science Major, Psychology Minor, 3.8 GPA
- **Relevant Coursework:**
  - Social and Crowd Computing, Game Systems, Human Computer Interaction, Software Engineering, Natural Language Processing, Intro to Computer Systems, Data Structures and Algorithms
  - Several Variable Calculus, Linear Algebra, Discrete Mathematics
- **Skills:** Java, Python, Git, C++, HTML, CSS, JavaScript, C, PHP, MySQL, Scrum, Twitter API, and the Unity Engine

SOFTWARE ENGINEERING EXPERIENCE

- **Personal Portfolio Website, ryanfaeoet.pythonanywhere.com**   Summer 2023
  - Designed and developed personal website using HTML, CSS, JavaScript, and Flask
- **Software Engineer & Researcher for Algoart.org**   Summer 2023
  - Developed an API for scheduling server-side image generation of algorithmically drawn artwork
  - Designed client-side web pages and server-side database architecture
  - Collaborated on design of user interfaces
- **Co-Developer on AVL Tree Animated Visualization Tool Web Application**   Fall 2022
  - Co-developed educational web application and animated visualization tool
  - Implemented AVL tree data structure and wrote educational content
- **Game Design Fellow at Snowbright Studio, Cleveland, OH**
  - Developed introduction and settings screens, implemented a dialogue system, and wrote technical documentation

COMPUTER SCIENCE RESEARCH EXPERIENCE

- ***You and Your Baby* Application Evaluation at University of Cape Town**   Spring 2023
  - Measured usage of a mobile and web app co-designed with an NGO in South Africa
  - Conducted user interviews, created list of recommendations for future developers, and compiled results into 30-page paper
- **Research Assistant for Northeastern University, Diplomacy Lab Disinformation Project, Boston, MA**   Summer 2022
  - Constructed a custom dictionary for measuring trust to be used for natural language processing (NLP) sentiment analysis and association mining
  - Collected millions of tweets, then extracted, transformed, and loaded (ETL) those tweets into organized CSV files
  - Created animated visualization of tweets per location over time
- **Mentor, Department of Computer Science, Swarthmore College**   Fall 2021
  - Ran weekly study sessions in C++ and assisted students with debugging code   - Fall 2022

OTHER EXPERIENCE

- **NSF I-Corps Northeast Hub & Science Center Proof Positive Course**   Summer 2023
  - Participated in competitive course educating entrepreneurs on identifying target markets and potential customer needs
- **Panelist on *Inclusive Models for CS & Game Design Education* at ISTELive 23** Summer 2023
  - Discussed tools and practices for STEM educators that support LGBTQ+ students and those from underrepresented-in-tech genders
- **Scene Writer for Snowbright Studio**   Fall 2022
  - Did research and wrote scenes for episode 4 of the computer game *Time Tails*
- **Community Engagement Coordinator for Snowbright Studio**   Summer 2021
  - Wrote engagement-focused posts on social media to promote *The Verdant Isles: Teatime Adventures* tabletop role playing game on Kickstarter