

RYAN OET

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ACADEMICS

- **Swarthmore College, Swarthmore, PA, Class of 2024**
 - Computer Science Major, Psychology Minor, 3.8 GPA
- **Relevant Coursework**
 - Computational Geometry, Social and Crowd Computing, Game Systems, Software Engineering, Natural Language Processing, Intro to Computer Systems, Data Structures and Algorithms

COMPUTER SCIENCE EXPERIENCE

- **Java, C++, C, Python, HTML, CSS, JavaScript, PHP, MySQL, Twitter API, and the Unity Engine.**
- **Software Engineer & Researcher for Algoart.org** 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 & Tutorial Web Application** 2022
 - Co-developed educational web application and animated visualization tool
 - Implemented AVL tree data structure and wrote educational content
- **Research Assistant for Northeastern University, Diplomacy Lab Disinformation Project** 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
- **Computer Science Mentor (Ninja) at Swarthmore College** 2021-2022
 - Ran weekly study sessions in C++ attended by 10-20 students
 - Assisted students with identifying problem spots and logical flaws in their code
 - Collaborated with other peer mentors to review and polish code and fortify understandings of necessary concepts
- **Game Design Fellow at Snowbright Studio** 2020
 - Developed introduction and settings screens, implemented a dialogue system, and wrote technical documentation
 - Contributed to narrative writing for characters, game world, and lore
- **Captain of Fighting Unicorns, FIRST® Robotics Competition team** 2018-2020
 - Managed, trained, and led team of 20 people in designing, fabricating, wiring, and programming robots. Also oversaw community outreach, team branding, and fundraising
 - Constructed codebase for three robots to operate autonomously and with user control
- **Technical Intern at NASA Glenn Graphics & Visualization Lab** 2017-2020
 - Developed & coded neural & gesture-controlled robot using Emotiv EPOC EEG, Myo Armband, and Raspberry Pi 3 with Pi HAT
 - Presented at a variety of conferences and Maker Faires

OTHER EXPERIENCE

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