Ryan Potter

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Unit 524

Objective

Computer Science Student seeking a position as a Software Developer.

Education

University of Washington Tacoma

Bachelor of Science

Computer Science & Systems (January 2016 - Present)

GPA: 3.4

Member of HUSCii Coding

Green River College

Pre-Major (January 2012 - June 2015)

Projects

- **Leaf Let's** - Android app that allows for a user to identify a plant with a picture and give a summary of information about it (e.g. its name, whether or not it is edible). Built a RESTful back end for querying our database. Used the Google Vision API and the Wikipedia API to handle image recognition and to supply data respectively.
- **Student Achievement Tracker** - A webapp using Node.js to track student information in the Institute of Technology after they have left the University to aid in accreditation of the Institute of Technology's accreditation process. Used a mySQL database as a backend for storing student data.
- **Personal Fitness Tracker** - A desktop app for personal trainers to track their clients exercise and dietary habits. A user could input their exercise and food intake for the day and their trainer can view that information. Built in Java and connected to a mySQL database. Worked on normalizing the tables used in the database to reduce redundancy.
- **Emperor's Throne - in Developmen**t - A text based adventure game built in python. Uses natural language processing techniques to tag user input and determine the intent of the user so as to translate the input into instructions. Uses the NLTK library for text analysis.

Experience

Handimaps LLC

Software Developer - Intern (March 2017 - Present)

- Build an iOS application and a RESTful API for it to connect to.
- Conduct trial runs of programs and software applications to be sure they will produce the desired information and that the instructions are correct.
- Preform code review on fellow interns' work.

University of Washington Tacoma

Workshop Facilitator (September 2016 - Present)

- Make worksheets for students to expand upon what they are learning in their Data Structures course.
- Answer Data Structures related questions to help students develop their understanding of Data Structures course material.
- Solve Data Structures related problems on a whiteboard in front of students to show examples of how to use different Data Structures