Ryan Lo

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EDUCATION

Bachelor of Computer Science,   **September 2018 – Present**
Software Engineering Stream, Co-op Option
Carleton University, Ottawa, ON

- 3rd Year Undergraduate, CGPA 11.21/12.0 (A)
- Carleton Entrance Scholarship, C.C. Gibson Scholarship, Dean's List
- Expected Graduation is April 2023

AVAILABILITY

Available for 4 months beginning September 2022

RELEVANT SKILLS, EXPERIENCES, AND ACCOMPLISHMENTS
Technical Skills

- Programmed a trivia game using JavaScript combined with HTML that randomly pulls a set of questions from an open database determined by the user input giving the user additional features and more control over how the game can be played
- Engineered a weather database using Java that collects and stores statistics of weather including its temperature over a time period while generating reports on historical data to ensure data of information is neatly stored while also easy to access
- Performed system testing and user acceptance testing of all codes written ensuring the program runs correctly from every possible aspect and user input to allow for the program to run free of errors or crashes
- Created a simulation for vehicles moving around the screen using C which uses multiple threads and processes to allow vehicles to connect to various cell towers using socket-based connection which allows for many tasks to be handled simultaneously
- Implemented different data structures in Java depending on the type of data that is to be stored while analyzing what data structure is best suited allowing for fastest operations possible when performing operations on the data stored

Communications Skills

- Collaborated with professors and other TAs on assignments and quiz marking scheme ensuring that everything goes as planned without any issues
- Coached students on assignments and homework strategies while adapting to their learning style with detailed steps to help students better understand the concept
- Documented neat and organized read.me comments to allow for others to easily follow through decisions made into writing the program and understanding every function's usability

APPLIED PROJECTS

Encoding/Encrypting Assignment

- Programmed an encrypting and encoding program that allows the user to encrypt their message with a user inputted alphabet to secure and ensure that the user's message is protected

MongoDB Assignment

- Managed a database filled with trivia questions using MongoDB to query, add, remove and update data within the database depending on the request made allowing for an organized collection of data

Authentication and Authorization Assignment

- Designed a server that allowed users to login to their profile by querying the database and checking for valid authentication and authorization to ensure security

WORK EXPERIENCE

Teacher's Assistant (TA), Carleton University   **September 2019 – Present**

- Conducted weekly office hours and actively engaged with students by asking them questions with the intention of invoking new thought process for students to approach the question from a different perspective
- Prepared for weekly questions by looking ahead of schedule to always be ready for any type of question during office hours or online
- Assessed course requirements, practice quizzes, assignments, and lecture slides to help students to resolve any course-related challenges
- Evaluated assignments and tests as assigned by the supervisor as well as recording grades while paying attention to detail

Warehouse Assembler, Toogood Botanics   **May 2019 - Sept 2019**

- Collaborated with teammates on assigned work to plan and subdivide the work amongst the team allowing the team to work with high efficiency
- Maintained a summary of entire work status to ensure that everything is organized, and any information will be easy to access when needed

Junior Programmer, Canada Revenue Agency (CRA)   **September 2020 - December 2020**

- Designed and tested a web application with a group that accommodates requests using Javascript, HTML and CSS as a front end and back end developer
- Experimented with different AI learning algorithms and utilized them to create many different learning algorithm combinations to test for most efficient combination

Software Developer – Platform, WarnerMedia   **January 2022 – April 2022**

- Utilized tools and programs such as Adobe After Effects and combining it with C++ to design and program the platform and its interface