Ryan Gibbons

rjg8@princeton.edu | 732-606-6511 | https://www.linkedin.com/in/ryanjamesgibbons/ | https://github.com/Ryan-Gibbons

EDUCATION

Princeton University, Princeton, NJ — Expected May 2024
B.S.E. in Computer Science; Minor in Linguistics — GPA: 3.9; Dept. GPA: 4.0

Freehold Township High School, Freehold, NJ — Graduated June 2020
Honors: National AP Scholar, Mathematics Scholarship — GPA: 5.28 (Weighted)

WORK EXPERIENCE

Software Engineer Intern *iCIMS* June 2023–August 2023
- Developed automations to streamline Agile team membership and onboarding via integrations with Airtable and Okta
- Created an ELT pipeline and built data models to gather, compile, and display SonarQube code quality metrics in Looker
- Devised a script to facilitate removal of key-value pairs in nested JSON localization files containing translation metadata

Grading Manager *Department of Computer Science, Princeton University* January 2021–Present
- Supervise over 100 undergraduate TAs, providing guidance via weekly grading briefs and semesterly workshops
- Generate template comments to provide feedback on style and technique as well as run-time and memory efficiency
- Lead a task force to further explain coding concepts to students with serious conceptual misunderstandings

Peer Academic Adviser *Princeton University* May 2022–Present
- Advise first-year students through the transition to Princeton academics by hosting events, leading academic orientation programming, and moderating an online advising course held over discussion boards
- Mentor students throughout the year by initiating academic advising study breaks, sending weekly emails to advisees with guidance, and offering individual check-in meetings

Research Assistant *Princeton Writing Center, Princeton University* May 2021–August 2021
- Refined initial research goals through the use of exploratory data analysis in R after gathering and cleaning pilot data
- Conducted a literature review on structural rhetoric to provide context on the current state of the field
- Developed online survey questions to investigate personal research goals proposed in weekly meetings

PROJECTS

Audition Scheduling Website *COS 333: Advanced Programming Techniques* February 2022–May 2022
- Designed and built a website to enable an acapella organization's scheduling and coordination of auditions
- Developed multiple iterations of profile creation and calendar scheduling systems for three distinct user types
- Communicated with clients representing the needs of eight participating acapella groups on a weekly basis to clarify design goals and plan implementation of future features
- Utilized: Heroku, Python, Flask, PostgreSQL, JavaScript, jQuery

Driving Simulator Game *COS 426: Computer Graphics* December 2022
- Developed a web-based first-person 3D driving simulator using computer graphics techniques and frameworks
- Integrated existing libraries THREE.js and cannon-es.js for world rendering, player physics, and particle systems
- Utilized: GLSL, JavaScript, THREE.js, cannon-es.js

Script-Based Movie Recommender *COS 401: Machine Translation* May 2022
- Created a movie recommender that applied Natural Language Processing techniques including sentiment analysis, feature clustering, and sentence embeddings to a corpora of movie scripts to generate a cosine similarity matrix
- Utilized: Python, NLTK, NumPy, Pandas

SKILLS

Languages: ARMv8, C, GLSL, Java, JavaScript, Python, R, SQL, Verilog
Design: Bootstrap, Figma, HTML/CSS, InDesign, LaTeX, Markdown
Miscellaneous: Airtable, DBT, Flask, Git, Heroku, Jira, Linux, Looker, MATLAB, NLTK, NumPy, Microsoft Office, Okta, SonarQube, VS Code