Ryan Gibbons

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EDUCATION

Princeton University | *Princeton, NJ*   May 2024
B.S.E in Computer Science; Minor in Linguistics   GPA: 3.9
Honors: Cum Laude, Sigma Xi

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

WORK EXPERIENCE

Software Engineer Intern | *iCIMS* | *Holmdel, NJ*   June 2023 – August 2023
- Created an ELT pipeline to scrape metrics from the SonarQube API, transform the data with dbt, and create data models in a Looker display, enabling compilation of code quality statistics across teams and products
- Developed automations to streamline Agile team repository access through integrations with Airtable and Okta
- Wrote a script to remove key-value pairs from nested JSON localization files containing translation metadata

Grading Manager | *Princeton University Computer Science* | *Princeton, NJ*   January 2021 – May 2023
- Supervised over 100 undergraduate TAs, providing guidance via grading meetings and semesterly workshops
- Generated comment templates to standardize feedback on style, technique, and run-time/memory efficiency
- Led a task force to further explain coding concepts to students with serious conceptual misunderstandings

Peer Academic Adviser | *Princeton University* | *Princeton, NJ*   May 2022 – May 2024
- Advised 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
- Mentored students throughout the year by hosting academic advising study breaks, sending weekly emails with guidance, and offering individual check-in meetings

Research Assistant | *Princeton Writing Center* | *Princeton, NJ*   May 2021 – August 2021
- Performed exploratory data analysis in R to refine initial research goals after gathering and cleaning pilot data
- Developed online survey questions to investigate personal research goals identified through literature review

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

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

Hearts Simulator | *EEB 325: Mathematical Modeling in Biology and Medicine*   December 2023
- Implemented the card game *Hearts* and designed three unique bot strategies to simulate gameplay interactions
- Created a generational algorithm to visualize and analyze population dynamics between player types over time

Script-Based Movie Recommender | *COS 401: Machine Translation*   May 2022
- Created a movie recommender that applied sentiment analysis, feature clustering, and sentence embeddings to a corpus of movie scripts to generate a cosine similarity matrix

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, Microsoft Office, SonarQube