# RYAN SHINO

**Computer Science Student | Problem Solver | Tech Enthusiast**

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## EDUCATION

### BSc Computer Science
**University of Southampton**

📅 Sept 2024 – Present

- First year Modules: Mathematics I & II, Data Management, Networks and Security, Computer Systems I, Programming I & II
- Second year Modules: Artificial Intelligence, Theory of Computing, Programming III

## PROJECTS

### Movie App

- Built a movie application using the TMDB API to fetch movie data and display information dynamically.
- Learned how to use Git for version control and manage project updates collaboratively.
- Gained practical experience in API integration, front-end development, and software project workflow.

### Machine Learning Chess App

- Developed a chess application with AI-driven move prediction and strategy analysis.
- Added multiplayer functionality using Peer.js.
- Gained hands-on experience in machine learning, algorithms, and software engineering.

### Ethereum Microstructure Analysis

- Analysed Ethereum trading data using Python and Pandas to produce volatility and spread metrics.
- Created scatter plots showing correlation between volatility and spread for market microstructure insights.
- Gained experience in data cleaning, visualisation with Matplotlib/Seaborn, and exploratory data analysis.

### Linux App Development

📅 Ongoing

- Developing an application inside a Linux VM to improve proficiency with Linux environment, shell scripting, and system-level programming.
- Strengthening skills in software deployment, debugging, and cross-platform development.

## AWARDS & ACHIEVEMENTS

### British Physics Olympiad Award

📅 2024

- Recognised for analytical thinking, problem-solving, and creativity in physics.

## SKILLS

Java  Python  Machine Learning
Algorithms  Problem Solving
Software Development  Pandas
Matplotlib  Seaborn  Linux
Shell Scripting

## INTERESTS

Chess  Badminton  Tech products
AI & ML  Strategy Games

## PROFILE

I am passionate about problem-solving, exploring technology, and creating projects. I enjoy tackling challenges in both academics and personal projects, such as developing a machine learning-based chess app. I am constantly motivated to learn new skills, apply creativity to real-world problems, and grow as a developer and innovator.

## EXPERIENCE

### IT Work Experience
**NHS, Southampton General Hospital**

📅 October 2023  📍 Southampton, UK

- Gained hands-on insight into hospital IT infrastructure and workflows.
- Shadowed the software development team and learned front-end development principles.
- Improved understanding of real-world IT systems and collaborative project environments.

### AI Automation Externship
**Wayfair**

📅 Oct 2025  📍 Remote

- Developing AI-powered workflows using n8n and Gemini to automate trend discovery and competitor benchmarking.
- Scraped competitor websites, blogs, and social media to analyse emerging design trends and bestseller attributes.
- Gained hands-on experience in AI agent development, data scraping, dashboard design, prompt engineering, and trend analysis.