

Ryan Low

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Education

University of Maryland, College Park

2021 – Dec 2022
(expected)

Master of Science, Computer Science
GPA 4.0

Research interest in artificial intelligence and machine learning

University of Maryland, College Park

2018 – 2021

Bachelor of Science, Computer Science and Mathematics
GPA 3.94, Cum Laude, Dean's List every semester

Selected coursework: Machine Learning, Data Science, Software Engineering, Data Structures, Algorithms, OO Programming, Computer Vision, Multivariable Calculus, Linear Algebra, Statistics

Skills

Languages: Python, Java, JavaScript, C, C++, C#, OCaml, R, SQL, MATLAB, HTML, CSS

Libraries and Tools: PyTorch, TensorFlow, scikit-learn, AWS, Kubernetes, Docker, Jenkins, React.js, Node.js, Git, Coq

Experience

Software Engineering Intern — Capital One, McLean, VA

Jun – Aug 2022

- Developed a proof-of-concept workflow that collects and displays information about feature datasets to give data scientists greater insight and confidence in their machine learning models.
- Utilized AWS to host data storage and proxy API for retrieving results. Created a React.js webpage which calls the API and produces charts containing the feature dataset information.
- Conducted knowledge transfer meetings to facilitate further workflow development.

Software Engineering Intern — Suvoda, Conshohocken, PA

Jun – Aug 2021

- Researched areas for future innovation in Suvoda's clinical trial platform and proposed several machine learning approaches (e.g., time series regression), libraries and tools for solutions.
- Analyzed data stored in Microsoft SQL Server databases qualitatively and with SQL queries to report on strengths and pitfalls for use in proposed machine learning approaches.
- Presented research findings to senior management of Product Development.

Web Development Intern — PastRx, Jenkintown, PA

Jun – Aug 2018

Jun – Aug 2017

- Reformatted a template for computer-generated patient reports written with Polymer 1.0 to improve readability for doctors and pharmacists.
- Initiated the porting of over 20 legacy webpages from Polymer 1.0 to React.js, and refactored code to improve code efficiency and readability.

Projects

VLEARN

Oct – Dec 2020

- Collaborated with kinesiology researchers at UMD to design a Unity web application for conducting basic motor task experiments with test subjects virtually during COVID-19.
- Implemented live data collection during experiments with C# and JavaScript, helping researchers gather data from hundreds of trials for their own analysis.