Ryan Low

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Education

University of Maryland, College Park   2021 – Present

Master of Science, Computer Science
GPA 4.0

Research interest in artificial intelligence and machine learning
Expected graduation December 2022

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, Computer Vision, Software Engineering, Algorithms, Data Structures, OO Programming, 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, OpenCV, React.js, Node.js, Git, Bootstrap, Coq

Experience

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 that may be used to create 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.

Web Development Intern — QuantaVerse, Wayne PA   Jun – Aug 2016

- Created tooltips and notifications that made asynchronous requests to an API using Bootstrap and JavaScript to enhance the administrative overview of suspicious activity risk in customer bank accounts.
- Catalogued metadata of money laundering databases for a web crawler to scrape data from.

Projects

VLEARN   Oct – Dec 2020

- Collaborated with kinesiology researchers at UMD to design a Unity web application for conducting basic motor task experiments on 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.