Ryan Low

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Education

University of Maryland, College Park 2021 – Present

Master of Science, Computer Science
Interest in artificial intelligence and machine learning
Expected May 2022

University of Maryland, College Park 2018 – 2021

Bachelor of Science, Computer Science and Mathematics (double major)
GPA 3.94, Cum Laude, Dean's List for all semesters

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, Ruby, R, SQL, MATLAB, HTML, CSS

Libraries and Tools: PyTorch, TensorFlow, scikit-learn, React.js, Node.js, Git, Bootstrap

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) and tools that may be used to create solutions. Presented findings to senior management of Product Development.

Analyzed data stored in Microsoft SQL Server databases and reported on strengths and pitfalls for use in proposed machine learning approaches. Wrote SQL queries as part of the analysis.

Web Development Intern — PastRx, Jenkintown PA Jun – Aug 2018
Jun – Aug 2017

Reformatted a template for computer-generated patient reports in Polymer 1.0 to improve readability to doctors and pharmacists.

Initiated the porting of over 20 legacy pages from Polymer 1.0 to React.js and refactored code to improve 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 customer bank accounts by allowing admins to detect, view, and analyze suspicious activity easier.

Catalogued metadata of money laundering databases for creating a web crawler to scrape data from.

Projects

VLEARN Oct – Dec 2020

Collaborated with peers and 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.