

Ryan Ly

3rd Year Computer Science

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Technical Skills

Languages: Python, Java, C++, C, JavaScript, Bash, Batch, PowerShell, SQL, Scheme

Tools: Git, Redis, Heroku

Technologies: Node.js, Django, MongoDB, SQLite, jQuery, AngularJS, JSON, XML, HTML5, CSS3

Platforms: Windows, Linux, Android

Work Experience

Wriber Inc.

Kitchener, ON

Developer

Apr 2014 – Aug 2014

- Used a variety of natural language processing tools to parse, analyze, and make use of sentences scraped from the web
- Enforced object-orientated design principles to build modular Python code
- Engineered a technique to improve the accuracy of part-of-speech tagging
- Developed a grammar fixer to make sure sentences are grammatically correct
- Almost halved the time it took to run a workflow

Desire2Learn Inc.

Kitchener, ON

Deployment Specialist

May 2013 – Aug 2013

- Wrote and modified various PowerShell scripts to include additional automated processes to correctly and efficiently handle different stages of server migrations
- Contributed to a large scale data scrapper script that extracted specific information from an existing source, and outputted the data in .csv format
- Wrote queries to Microsoft SQL server to obtain organized information
- Deployed upgrades and service packs for hundreds of existing clients
- Prepared hundreds of educational clients for semester start up in the fall, which resulted in a successful 99.9% uptime throughout the transition period

Dynamatik Inc.

Toronto, ON

Web Developer Intern

Apr 2013 – May 2013

- Implemented colourful web pages using HTML and CSS
- Created rich, dynamic web pages using JavaScript and jQuery
- Utilized scrum methodology and Git to create a product suiting to the customer's altering requirements

Relevant Projects

Sudoku Voices

Android Application

Jan 2013 – present

- Sudoku Voices is a real-time Sudoku puzzle coded in Java for Android
- Developing the application using Android APIs and the Android Studio IDE
- Accepts voice as input as well as on-screen button input
- Uses the SpeechRecognizer and RecognitionListener APIs for parsing voice input
- Includes a solver, which uses a backtracking algorithm that can complete any Sudoku puzzle where a solution exists in under a second
- Planning to make the entire user experience voice enabled

League of Legends WardTracker

Web Application

Jul 2014 – present

- Utilizes a Full JavaScript Stack (MEAN Stack)
- Beautifully displays data collected from asynchronous API calls in JSON format
- Built the backend to send an email to me whenever data is requested

Chess

C++ Application

Nov 2013 – Dec 2013

- Developed with a partner and utilized Git as our version control
- Carefully planned the implementation of our application using UML diagrams
- Utilized and heavily emphasized object orientated patterns, such as decorator pattern, singleton pattern, factory method pattern, and more
- Utilized X11 as our graphical user interface
- Developed an AI that traversed 3-4 turns deep to find the best move
- Used an alpha-beta pruning algorithm to effectively lower the time in calculating the best move

Education

University of Waterloo

Candidate for Bachelor of Computer Science

Waterloo, ON

Sept 2012 – Apr 2017(Expected)