Ryan Park
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EDUCATION

Bachelor of Science in Computer Science with an Emphasis in AI   Salt Lake City, UT
University of Utah
Projected to Graduate Spring 2026
- Dean's List Spring 2023, Presidential Merit Scholar
- Member: Chess Club
- Relevant Coursework: Introduction to Object Oriented Programming (Java, Python), Data Structures and Algorithms (Java), Linear Algebra, Computer Organization (MIPS), Software Practice 1 and 2 (C# and C++), Foundations of Data Analysis (Python), Algorithms (Python), Computational Computing, Computer Security

Associates of Science in General Studies with High Honors   Ogden, UT
Weber State University
Graduated Spring 2022
- GPA: 4.0
- Member: Chess Club
- Relevant Coursework: Foundations of Computing (Python), Intro to Computer Applications (Python)

TECHNICAL SKILLS

Programming Languages: Python, Java, JavaScript, C#, C++, MIPS, HTML, CSS
Other Skills: Github, SQL, AI Prompting, Docker, Databases, Google CoLab,

EXPERIENCE

Outlier AI   Online
Computer Science and Math Evaluator and Trainer   *November 2024 – Present*
- Evaluate and refine machine learning models by analyzing performance on math and computer science datasets
- Develop training materials and provide technical support to enhance AI systems' understanding of math and computer science concepts
- Collaborated with cross-functional teams to improve data accuracy and expand the AI's problem solving capabilities

University of Utah   Salt Lake City, UT
Computer Science and Math Tutor   *January 2023 – August 2024*
- Implemented project-based curriculum using the Minecraft Education platform to teach high school students beginner object-oriented programming concepts, resulting in 10 students passing the programming certification test.
- Provided general tutoring in math, physics, and computer science principles which helped raise overall student GPA by 0.2 points

Weber School District   Washington Terrace, UT
AP Language and Composition Class Grader   August 2021 - September 2022
- Critiqued and edited 58 student papers in order to improve overall class scores
- Collaborated with 6 other class graders to expedite grading speed

TECHNICAL PROJECTS

ASP.NET Core Weather Forecast API – *Developer - C#, ASP.NET Core*
- Built a web API for weather forecasts with CRUD operations using Entity Framework
- Documented endpoints with Swagger for testing and usability.
- Deployed to Azure for scalability and cloud access.

Python Web Scraper - *Developer - Python, Beautiful Soup, Requests*
- Developed a web scraper to extract and filter job listings from static HTML websites using BeautifulSoup and Requests to retrieve job titles, companies, locations, and applications link
- Delivered a reusable script for efficient data extraction and filtering

Capture the Flag Challenges - *CyberSecurity - TryHackMe, Hack the Box, PicoCTF*
- Exploring web application security through courses on TryHackMe, information security fundamentals on Hack the Box, and overall CTF knowledge with PicoCTF
- Learning foundational concepts in penetration testing, vulnerability analysis, and secure coding practices
- Building a strong base in cybersecurity through hands-on challenges and guided exercises

Personal Website Development - *Developer - HTML, CSS, JavaScript, Web Design*
- Currently developing a personal website to showcase projects and professional experience
- Designed and implemented responsive layouts using HTML, CSS, and JavaScript
- Focused on modern design principles and user-friendly navigation, and incorporated features like a project portfolio
- Incorporating best practices for authentication, authorization, and data protection

Educational Golf Simulator - *Developer - C++, Qt, Box2D Physics Engine*
- Developed a golf course simulator in order to teach course management strategies like club selection, distance control, terrain navigation, and obstacle avoidance
- Implemented physics-based gameplay with Box2D and an interactive design using Qt
- Collaborated with a team using Agile methodologies, such as Scrum practices involving sprint planning and daily stand-up meetings to ensure iterative development

Piskel Editor - *Developer - C++, Qt*
- Developed a pixel art editor with features for creating, editing, and animating sprite graphics
- Designed user-friendly interfaces with Qt, which includes tools for pixel-by-pixel editing, frame-by-frame animation, dynamic size adjustment, and saving and loading capabilities
- Developed a custom drawing algorithm to enable custom, efficient, and real-time pixel editing and dynamic canvas updates

Spreadsheet Application (Excel Clone) - *Developer - C#*
- Developed and designed a Microsoft Excel clone, with core spreadsheet functionalities such as cell editing and formula evaluation
- Implemented dynamic recalculations with connected cells using dependency graphs

ECommerce Business Founder - Product Management, Marketing, Business Strategy
- Founded and managed an online ecommerce store to gain hands-on experience in business operations, product management, and digital marketing.
- Conducted market research to identify profitable product niches and optimize pricing strategies based on competitor analysis.
- Implemented data-driven decision-making processes to enhance revenue growth, generating over $2,000 in the first year and developing strategies for sustained profitability.