Ryan Park

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https://ryanpark2323.github.io/my-website/index.html

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, Hinkley Leadership Scholar
- Member: Chess Club, Cybersecurity 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)

EXPERIENCE

University of Utah, Vice President of Research   Salt Lake City, Utah
IT Support Intern   *May 2025 – Present*
- Delivered daily tech support, resolving hardware/software issues, and user access problems
- Supported deployment of cybersecurity tools to enhance endpoint security in accordance with the new cybersecurity initiative
- Conducted security assessments of the VPR digital assets and identified a critical CSRF vulnerability
- Remediated vulnerabilities across multiple Windows servers to improve security posture
- Co-authored SOP for international loaner laptops to strengthen cybersecurity policy

Outlier AI   Online
Computer Science and Math Evaluator and Trainer   *November 2024 – March 2025*
- 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

TECHNICAL PROJECTS

Gifthint– *Founding Engineer - React Native, Node.js, TypeScript, Javascript, Machine Learning*
- Led the development of a full-stack mobile application using React and Node.js
- Managed a team of two developers, overseeing project timelines, architecture decisions, and feature implementation
- Designed and integrated a machine learning algorithm to deliver personalized gift suggestions, improving user engagement and recommendation accuracy
- Coordinated end-to-end development, including UI/UX design, backend infrastructure, deployment, and App Store readiness

A Breath of Fresh Air Hackathon – *Developer - Python, AWS,*
- Participated in the A Breath of Fresh Air Hackathon, developing an AI-managed cap-and-trade system to reduce Utah's air pollution by 1% annually by designing a scalable, data-driven solution that automates emission tracking, credit allocation, and compliance forecasting
- Leveraged AWS services including S3, Snowflake, Bedrock, and SageMaker to power the backend and machine learning infrastructure and used Python to integrate ML models and backend systems
- Earned an Honorable Mention for the project's innovative approach to environmental policy and sustainability

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 a React framework
- Focused on cool tech aesthetic

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

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

ECommerce Business Founder -*Founder, Operator* - 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.