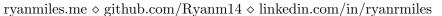
RYAN MILES

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 \Diamond Atlanta, GA





EDUCATION

Master of Science in Computer Science Specialization in Computing Systems

August 2021 - May 2022

Georgia Institute of Technology, Atlanta, GA.

Bachelor of Science in Computer Science Specialization in Graphics & AI

August 2017 - May 2021

Georgia Institute of Technology, Atlanta, GA. GPA: 3.90

Teaching Assistant: Intro to Computer Graphics, 3D UI Design in VR, Intro to Object Oriented Programming

SKILLS

Programming Java, Kotlin, Python, Android, LaTex, Typescript, SQL, React

Android Libraries LiveData, Android Jetpack, Timber, Dagger, Firebase, OkHTTP, Retrofit, Fresco, EventBus

Coursework Database Design, Data Structures and Algorithms, Computer Graphics, Game AI

Platforms Ubuntu, Mac, Windows, NixOS, Android

WORK EXPERIENCE

Intern Android Developer at BlueFletch, Atlanta, GA

April 2019 - Current

- · Developed an AOSP platform service to run system level commands on Manufacturer signed devices
- · Programmed an AES encrypted IPC channel with for secure data transfer between multiple apps through AIDL
- · Designed a customizable & secure Android replacement notification drawer to allow/deny specific notifications

Research Assistant at Georgia Tech, Atlanta, GA

Jan 2021 - Aug 2021

- · Spearheaded integrating VR in a React conferencing platform using Babylon.js and WebXR with the AEL Lab
- · Deployed the project to an EC2 instance with backend PostgreSQL, NGINX web server, and Typescript codebase

Intern Android Developer at BlueFletch, Atlanta, GA

May 2018 - April 2019

- \cdot Developed an Android for Work platform in Java that increased supported devices by 1500%
- · Increased Android projects code coverage from 0% to 70% using Espresso, JUnit, Mockito, and Robolectric
- · Implemented a unified theming library in Java to save 6-7 development hours per demo request

Intern at Cisco Systems, Greater Atlanta Area, GA

May 2016 - July 2017

· Coordinated daily operations during the Cisco High STEAM Externship Program

PROJECTS All projects available at ryanniles.me

Unfoldit Android Kotlin, Dagger, Firebase Analytics, Single Activity MVVM Architecture Aug 2018 - Present Creation of Unfoldit Android, a mobile app to test and enhance your spatial awareness abilities

- · Developed a production ready Android game around spatial awareness with Kotlin, modern libraries, and tests
- · Finalists for Georgia Tech 2019 Inventure Prize with 1000+ Downloads and 100+ five-star reviews

Name Chat Android Kotlin, Firestore, Firebase Auth, LiveData, Navigation Component Aug 2020 - Dec 2020 Creation of Name Chat Android, a network to find & chat with all the people in the world with your name

· Implemented a Firestore backend with caching reducing calls by 70% and used Live Data to update the UI

Machine Learning For Trading Project Python, Pandas, Numpy, Matplotlib, LaTex Aug 2019 - Dec 2019 Wrote a final project paper in LaTex using Random Forest with technical indicators to trade stocks

- · Calculated Momentum, Bolinger Bands, and Volume-Price Trend % to use as technical indicators
- · Implemented Random Forest and a market simulator using Python, Pandas, and Matplotlib for the report

Europe Train DB System SQL, EER Diagram, IF Diagram

May 2019 - Aug 2019

Collaborated on designing and implementing a database system for Europe's Train System

- · Designed an Enhanced Entity Relationship Diagram & Information Flow Diagram to model the system specification
- · Programmed the SQL create table & query statements per each specification

Space Trader Android Java, Room, UML, JUnit, GSON, Recyclerview, Travis.ci Jan 2019 - May 2019 Collaborated on Space Trader Android, a retro complex strategy game, redesigned for Android

- · Programmed the Market Activity to calculate & show buy/sell prices from player's inventory and skill level
- · Designed backend Room database with serialization for saving & restoring player state