

RYAN MILES

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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

- 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 ryanmiles.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, Bollinger 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