SKYLER RANKIN

LANGUAGES

Comfortable with
- Java
- JavaScript
- Python
- C
- HTML5
- CSS
- LaTeX

Experience with
- C#
- OCaml
- R

SKILLS

- Android
- Web Scraping
- Front-End Web Development
- jQuery
- JavaFX
- OpenGL
- Node.js
- Express
- MVC design
- ECS architecture

ABOUT ME

Aside from coding, I am an avid basketball fan, playing daily and attending games when they're cheap. I love keeping a garden, maintaining fish tanks, and working on my aquaponic system.

EDUCATION

University of Pennsylvania	*2017-Present*

Sophomore Student, School of Engineering and Applied Sciences
Computer Science Candidate
- o Coursework include courses in Data Structures, Algorithms, Discrete Math, Complexity Theory, Automata, and Computer Architecture

EXPERIENCE

- Android Developer, *PennLabs, pennlabs.org*   *Sep 2018 - Present*
  - o Develop in a large student run team to produced applications that reach thousands of Penn students, consolidating data related to all facets of student life for easy mobile and online access.

- Summer Intern, *GP Strategies*   *May 2018- Aug 2018*
  - o Developed a scalable, production-level chatbot on top of the Microsoft Bot Framework that reached over 400 employees and clients to automate service desk ticket requests as well as employee purchase confirmations.
  - o Held meetings to develop list of desired application features as well as working with other developers to build up the dataset for the chatbot backend.

- Research Assistant under Dr. Daniel Gillion   *Oct 2017-Present*
  - o Execute web scraping and text mining for political science data base formation and research.

- Programming Lead on *Aeiaton* project, *UPGRADE*   *Sep 2017-Present*
  - o Lead programmer on a 2D OpenGL based science fiction RPG, as one of the projects in the UPenn Game Research and Development Environment – pennupgrade.com.
  - o Direct a team of developers in building separate components that are version controlled and merged weekly.

- Information Technology Advisor, *Penn House Computing*   *Aug 2017-May 2018*
  - o Maintain English House computer lab and provide general technology support.

- Summer Intern, *GP Strategies*   *May 2017-Aug 2017*
  - o Utilized Azure web services and VSTO add-ins to provide sentiment analysis on company email threads that was added to the Outlook applications of hundreds of IT employees.
  - o Implemented the Neo4J database for graphical data storage of corporate employee information. Skills & Abilities

AWARDS&RECOGNITION

- Winner in Best Use of Theme Category, *Penn Play 24-Hour Game Jam*   *2017*
  - o Developed a browser-based "Island Survival" game for Penn's premiere game jam in one weekend

REFERENCES

- *GP Strategies Supervisor* – Rob Blitz, rblitz@gpstrategies.com
- *Professor overseeing Research* – Daniel Gillion, dgillion@sas.upenn.edu