

SKYLER RANKIN

LANGUAGES

Comfortable with

- Java
- JavaScript
- Python
- HTML5
- CSS
- Git
- LaTeX

Experience with

- C#
- OCaml
- R

SKILLS

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

EDUCATION

University of Pennsylvania

2017-Present

Sophomore Student, School of Engineering and Applied Sciences

Computer Science Candidate

- Coursework include courses in Data Structures, Algorithms, Discrete Math, Complexity Theory, Automata, and Computer Architecture

EXPERIENCE

▪ Android Developer, *PennLabs*, pennlabs.org

Sep 2018 - Present

- 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

- 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.
- 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

- Execute web scraping and text mining for political science data base formation and research.

▪ Programming Lead on *Aeiaton* project, *UPGRADE*

Sep 2017-Present

- 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.
- 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

- Maintain English House computer lab and provide general technology support.

▪ Summer Intern, *GP Strategies*

May 2017-Aug 2017

- 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.
- 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

- 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