

SKYLER RANKIN

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

- Paid 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.
- Paid 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 small 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.
- Paid 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.
- Associate, *Panera Bread* *Jun 2014-Dec 2016*
 - Trained new employees, managed inventory, operated cash register and prepared meals.

SKILLS & ABILITIES

- Languages: Comfortable with Java, JavaScript, Python, R, HTML, CSS, Git, OCaml, LaTeX
- Other Skills: Experience with Android, web scraping, front-end web development, jQuery, JavaFX, OpenGL, Node.js, Express, MVC design, ECS architecture

AWARDS&RECOGNITION

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

REFERENCES

- *GP Strategies Supervisor* – Rob Blitz, rblitz@gpstrategies.com
- *Professor overseeing Research* – Daniel Gillion, dgillion@sas.upenn.edu
More project information at skylerrankin.org