



# SKYLER RANKIN

## EDUCATION

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University of Pennsylvania

*To graduate May 2021*

*Computer Science Candidate, Sophomore*

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

## EXPERIENCE

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- **PennLabs**, Android Developer, *pennlabs.org* *Sep 2018 - Present*
  - Part of a 30 person team that produces applications reaching thousands of Penn students, consolidating data related to all facets of student life for easy mobile and online access. Use modern technologies such as Kotlin and Circle CI.
- **GP Strategies**, Summer Intern *May 2018- Aug 2018*
  - Developed a production-level chatbot on top of the Microsoft Bot Framework from scratch using C#. Reached over 400 employees and clients to automate service desk ticket requests as well as employee purchase confirmations.
  - Held user feedback meetings to develop a list of desired application features and worked with other developers to fill chatbot backend database.
- **Dr. Daniel Gillion**, Paid Research Assistant *Oct 2017-Present*
  - Use Python to write web crawlers that gather data on political activism and social inequality, and R to run analysis on this information.
  - Manage Terabytes of data in a PostgreSQL database for government financial records.
- **UPGRADE**, Programming Lead, *pennupgrade.com* *Sep 2017-Present*
  - Lead programmer on a 2D OpenGL Java based science fiction RPG, as one of the projects in the UPenn Game Research and Development Environment.
  - Direct a team of 4 developers in building separate components that are version controlled and merged weekly.
- **Penn House Computing**, Information Technology Advisor *Aug 2017-May 2018*
  - Maintain English House computer lab and provide general technology support.
- **GP Strategies**, Summer Intern *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.

## AWARDS&RECOGNITION

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

## REFERENCES

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- *GP Strategies Supervisor* – Rob Blitz, [rblitz@gpstrategies.com](mailto:rblitz@gpstrategies.com)
- *Professor overseeing Research* – Daniel Gillion, [dgillion@sas.upenn.edu](mailto:dgillion@sas.upenn.edu)

## LANGUAGES

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*Most Experienced with*

- Java
- Python
- HTML5
- CSS

*Some Experience with*

- R
- JavaScript
- C
- C#
- P4
- OCaml

## SKILLS

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

## ABOUT ME

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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.