



SKYLER RANKIN

EDUCATION

- University of Pennsylvania** *Expected graduation May 2021*
- Computer Science Candidate, 3rd Year
 - Coursework includes Data Structures, Algorithms, Discrete Math, Complexity Theory, Computer Architecture, Operating Systems, and Machine Learning.

EXPERIENCE

- Amazon**, SDE Summer Intern *May 2019 – Aug 2019*
- Developed scalable, cloud-based internal tools within Alexa AI organization, used by over 100 NLU developers and researchers nation-wide.

- 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.

- PennLabs**, Android Developer, *pennlabs.org* *Sep 2018 – Aug 2019*
- 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 – Aug 2019*
- 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.

- 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

- 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

LANGUAGES

Proficient with

- Java
- JavaScript
- Python3
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Familiar with

- C
- C#
- P4
- R

SKILLS

- AWS Technologies
- RESTful API design and construction
- UNIX system calls
- Front End Dev with React, Redux, Webpack
- Android Development
- Python Web Scraping
- MVC design
- ECS architecture
- Unit Testing with Junit, Jest, Mocha, Enzyme
- Writing useful documentation