Bryce Hills

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EDUCATION

University of California, Riverside, Riverside, CA

M.S., Computer Science, 2021 - 2023 (GPA: 3.63)

B.S., Computer Science w/ Business Applications, 2018 - 2020 (GPA 3.62)

Saddleback College, Orange County, CA

A.A., Computer Science, 2018

EXPERIENCE

International Vitamin Corporation

Irvine, CA

Business Intelligence IT Intern

 $Summer\ 2020$

- Python Scripting: Implemented python scripts to pull and compare hundreds of csv report files
- BI Migration Testing: Creating, tracking, and reporting test cases for hundreds of BI reports
- o Power BI Design: Proposing/implementing new design ideas to effectively display company data

The Battle Buddy Foundation

Los Angeles, CA

Tech Support/Social Media Intern

Summer 2015

- Website Management: Utilized HTML/CSS to make changes to e-commerce functionality on WordPress
- Technical Management: Solved various administrative related technical issues to keep operations stable
- Social Media: Made multiple posts daily from four company accounts and gained a 10% increase in followers.

PROJECTS

GPU Cellular Automata Project

May 2022

Tools/Frameworks: PyGame, Unity, Cuda C, Compute Shaders

Language: python

Description: Implementations of Conway's Game of Life to contrast the performance of CPU vs GPU parallelism using Unity Compute Shaders. CPU implementation uses iterative cell generation vs GPU w/ Parallel Compute Shader cell generation. Visuals: (CPU) - Pygame (GPU) - Unity. Results: GPU notably faster for all grid sizes.

Data Analytics Pipeline

May 2022

Tools/Frameworks: Postgres, Numpy, Matplotlib

Language(s): Sql, python

o **Description**: Project which encompasses data analytics pipeline (schema design, data acquisition, transformation/extraction, cleaning, and analysis/visualisation). dlpb database is generated and stored using postgres and python wrapper. Uses SQL queries to efficiently transform the raw data to represent the schema design. Finally, queries are created/executed and display data along with python generated graphs

Feature Selection March 2020

Tools/Frameworks: Numba, Jit, Numpy

Language(s): python

• **Description**: Implements Forward Selection/Backward Elimination with K-nearest neighbor algorithm to find the best subset of features in a large data set. Uses multithread boosted Euclidean distance to calculate the distance between data points.

MLB Machine Learning Data Analysis

May 2020

Tools/Frameworks: BeautifulSoup, Pandas, Seaborn, Numpy, sklearn

Language(s): python

• **Description**: Scrapes MLB.com data into pandas dataframe for cleaning, analysis, feature reduction and training (sklearn - LinReg/Cross-Validation). Model prediction for existing season record is within 5 HR accuracy.

Rshell Fall 2018

Tools/Frameworks: POSIX Operating System API

Language(s): C++

• **Description**: A Linux command shell implemented in C++. Supports all Linux recognized commands with Connectors (and/or operators), I/O, piping, and redirection

SKILLS

- Languages: : Python, C++, C, CUDA C, SQL, Standard ML, Java, Assembly, HTML/CSS
- Technologies: Jupyter Notebook, VSCode, Git, Bash, VIM, Eclipse, Atom, Unity
- Soft Skills: Leadership, Adaptability, Problem Solving, Interpersonal/Technical Communication, AGILE