

Ryan Moreno

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EDUCATION

University of Southern California

Bachelor of Science in Computer Science

Minor in English

May 2020

3.99 GPA

- Trustee Scholar (Full-Tuition Scholarship)
- WVT Rusch Engineering Honors Program, Viterbi Fellow, Dean's List

RESEARCH EXPERIENCE

USC Intelligence and Knowledge Discovery Research Lab, *Merit Research Fellow*

Sep 2019 - present

- Implemented novel distantly-supervised machine learning techniques, using trigger phrases to recognize named entities in sentences

USC Interaction Lab, *Merit Research Fellow*

Jan 2017 - May 2017

- Designed receptacles for robots and parts using Solidworks

Oregon State University Chemical Engineering Lab, *Research Intern*

Jun 2015 - Aug 2015

- Fabricated microfluidic devices to measure extensional viscosity using 3D printing, photolithography, and soft lithography
- Presented at the Apprenticeships in Science and Engineering Symposium

TEACHING EXPERIENCE

USC Viterbi CSCI 103, 170, and 270 Teaching Staff, *Course Producer*

Aug 2017 - present

- CP for Intro to Algorithms, Discrete Methods in Computer Science, Intro to Programming
- Held office hours, taught weekly lab and discussion sections, created course content and supplemental materials, graded assignments, and proctored and graded exams

USC Troy Camp, *Counselor*

Aug 2018 - present

- Tutored and led mentoring programs for elementary and high school students
- Led a cabin of ten 4th grade boys during a week-long sleep away camp

USC Joint Educational Program and USC Project 32, *Classroom Assistant*

Aug 2016 - Dec 2017

- Assisted in an 8th grade math class and a 12th grade study hall
- Taught a mini-course on poetry in a 5th grade English class

USC Robogals, *Events Chair*

Jan 2017 - Dec 2017

- Engaged young students in STEM through Lego robotics and other workshops

INDUSTRY EXPERIENCE

Microsoft, *Software Development Intern*

May 2019 - Aug 2019

- Integrated Office documents into the Microsoft Whiteboard App
- Spanned product management, design, business operations, and software development
- Created code actions for Q# (Microsoft's Quantum language) within VS Code

Facebook, *Software Development Intern*

May 2018 - Jul 2018

- Implemented a new approach to app event tracking within Facebook's SDK for iOS apps
- Worked server-side and app-side for full stack development
- Designed a new timeline privacy setting as a Hackathon project

Metro Paws, *Product Design Intern*

May 2017 - Jul 2017

- Researched, interviewed, and selected alternate manufacturing facilities
- Redesigned a doggy bag dispenser and designed a cat bed and display using AutoCAD
- Researched alternate, eco-friendly materials

Athena Hacks, *Hackathon Participant*

Apr 2017

- Created a "choose your own adventure" iOS app to teach children about bullying
- Received runner-up for best iOS app

SKILLS

- C++, C#, PHP, Java (*intermediate*)
- Solidworks, CAD, 3D Printing (*intermediate*)
- Obj-C, Python, Prolog, Racket, JavaScript, React (*basic*)
- Woodworking, Machining, Welding (*intermediate*)
- SQL, Networking (*basic*)
- French (*intermediate*)

INTERESTS

USC Triathlon Team, USC Outdoors Club, Ultimate Frisbee, Piano