Ryan Moreno

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University of Southern California May 2020 Bachelor of Science in Computer Science 3.99 GPA Minor in English • 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** May 2019 - Aug 2019 **Microsoft,** Software Development Intern • 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

AthenaHacks, Runner-up for best iOS app

Apr 2017

• Created a "choose your own adventure" iOS app to teach children about bullying

USC 3D4E, Lab Tech

Jan 2017 - May 2017

• Held weekly lab hours to assist members in 3D printing

SKILLS

- C++, C#, PHP, Java (intermediate)
- Obj-C, Python, Prolog, Racket, JavaScript, React (basic)
- SQL, Networking (basic)

- Solidworks, CAD, 3D Printing (intermediate)
- Woodworking, Machining, Welding (intermediate)
- French (intermediate)

INTERESTS