Ryan Moreno

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EDUCATION

University of Southern California — May 2020
Bachelor of Science, Major in Computer Science, Minor in English — 3.99 GPA
- Trustee Scholar (Full-Tuition Scholarship), National Merit Scholar
- WVT Rusch Engineering Honors Program, Viterbi Fellow, Dean's List

RESEARCH EXPERIENCE

USC INK Lab, *Merit Research Fellow, Undergraduate Honors Thesis* — Sep 2019 - present
- Implemented novel distantly-supervised machine learning techniques that use trigger phrases to recognize named entities in sentences
- Leveraged auxiliary learning techniques to increase effectiveness of neural networks in recognizing named entities in sentences by training towards multiple, related goals

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

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 with 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*)
- Analytical and Creative Writing, French (*intermediate*)

INTERESTS

USC Triathlon Team, USC Outdoors Club (Guide), Creative Writing (published), Piano