

Ryan Muller

CONTACT INFORMATION

Rampo do Cidrao 12E
9000 Funchal
Portugal

ryan@learnstream.org
<http://cicatriz.github.io>

OBJECTIVE

To create software that empowers people to learn, manage, and connect around meaningful knowledge.

EDUCATION

Carnegie Mellon University

PhD, Human-Computer Interaction (one year)

2011 – 2012

- NSF Graduate Research Fellowship recipient
- Program in Interdisciplinary Education Research (PIER) fellow

Harvey Mudd College

B.S., Joint Mathematics and Computer Science major

2007 – 2011

- GPA: 3.73/4.0
- Math, computer science, and humanities departmental honors

EXPERIENCE

Geknowm: Mapping human knowledge

2012 – present

Front-end (HTML/CSS/Javascript/Backbone.js) and back-end (Ruby on Rails) development of a complete web application for organizing educational content, authoring and taking quizzes, and developing and displaying a personal knowledge profile. Design of novel assessment interactions, knowledge extraction algorithms, scoring mechanisms, and data visualizations.

Learnstream: Web-based Learning Platform

2009 – 2011

Client: Harvey Mudd College

Designed and developed a novel web-based learning platforms to enhance studying for students. The site is ran a pilot mathematics course for over 60 students at Harvey Mudd. A second version was developed for physics and calculus content and is available at <http://learnstream.herokuapp.com>.

Cooperative Search with Autonomous Vehicles in a 3D Aquatic Testbed

2010 – 2011

Client: DYNAR (Dynamic Navigation for Aquatic Robots)

Project manager for a team of three math and two engineering students to develop an aquatic testbed and design and deploy control systems and cooperative behavior algorithms for robotic submarines. Presented work at the Joint Math Meetings in January 2011.

Resource Allocation for Cloud Computing

Summer 2010

Microsoft Research Asia

UCLA Research in Industrial Projects for Students program. Investigated modern research on cloud computing. Designed and simulated resource management systems for cloud computing.

SKILLS

Programming

Ruby, Python, Java, C, C++, C#, Scheme, Haskell, MATLAB

Web development

HTML, CSS, JavaScript/jQuery/Backbone.js, Rails, Django

Machine learning

Weka