

# Ryan Critchlow

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 ryan-critchlow

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## PROFESSIONAL SUMMARY

MS Computer Science candidate (March 2026) specializing in HCI. Three years enterprise database management and SQL optimization experience. Research focused on accessible educational technology for children with autism.

## EDUCATION

### Western Washington University

*Master of Science in Computer Science*

Bellingham, WA

*Expected March 2026*

- Research in Human-Computer Interaction under Dr. Elglaly

### Western Washington University

*Bachelor of Arts in Management of Information Systems*

Bellingham, WA

*Completed*

## EXPERIENCE

### Western Washington University – KIND Lab

*Research Assistant*

Bellingham, WA

*September 2025 – Present*

- Designed and developed the KIND Lab website to showcase research initiatives and improve lab visibility
- Independently edit and revise research papers for clarity, structure, and adherence to publication standards

### Western Washington University

*Graduate Teaching Assistant*

Bellingham, WA

*2024 – 2025*

- Supported 30+ students per quarter across three courses: DATA 311 (Fundamentals of Data Science), CSCI 102 (Computer Mediated Communications), and CSCI 345 (Object-Oriented Design)
- Provided weekly feedback on assignments and hosted regular office hours for student support
- Utilized Python for data science instruction, HTML5 and CSS for web technologies, and UML for object-oriented design principles

### Körber Supply Chain

*Support Analyst L4*

Bellingham, WA

*2020 – 2023*

- Performance tuned, optimized, and automated SQL tasks via SSMS, utilizing advanced SQL techniques including CTEs, stored procedures, profiling, indexing, SQL Server Agents, and error handling
- Worked directly with stakeholders to implement custom SQL reporting and webpages, delivering 46% more stable releases than Körber support averages, often faster than the average completion time
- Collaborated with a team of 6 to identify common onboarding problems and develop a new 30/60/90 training model, which decreased onboarding times by 50%

## PROJECTS

### Accessible Web Game for Pronoun Learning

*Tools: Unity, C#*

*2025 – 2026*

- Designed and developed a touchscreen-based educational game to help children with autism practice pronouns
- Conducted user testing with neurodiverse children to inform iterative design for future versions

## SKILLS

**Programming Languages:** Java, Python, C#, C, T-SQL, PL/SQL, HTML, CSS, JavaScript

**Technologies & Tools:** Git, SSMS, MySQL, PowerBI, Tableau, Unity

**Specialized Knowledge:** WCAG 2.1 accessibility standards, Human-Computer Interaction design, Database optimization and performance tuning