

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 <i>Master of Science in Computer Science</i>	Bellingham, WA <i>Expected March 2026</i>
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- Research in Human-Computer Interaction under Dr. Elglaly

Western Washington University <i>Bachelor of Arts in Management of Information Systems</i>	Bellingham, WA <i>Completed</i>
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EXPERIENCE

Western Washington University – KIND Lab <i>Research Assistant</i>	Bellingham, WA <i>September 2025 – Present</i>
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- 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 <i>Graduate Teaching Assistant</i>	Bellingham, WA <i>2024 – 2025</i>
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- 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 <i>Support Analyst L4</i>	Bellingham, WA <i>2020 – 2023</i>
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- 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 <i>Tools: Unity, C#</i>	<i>2025 – 2026</i>
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- 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