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DMYTRO RYZHKOV

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EDUCATION

Boulder, CO **University of Colorado Boulder** **Graduating December 2017**

- **Bachelor's Degree in Computer Science**
- **Related Undergraduate Coursework:** Software Development Methods and Tools, Object Oriented Analysis and Design, Principles of Programming Languages, Algorithms, Database and Information Systems, Inclusive Design and Assistive Technology, Theory of Computation, Numerical Computation, Data Mining, Discrete Structures, Computer Systems, Data Structures, Intro to Programming, Intro to Linear Algebra

EMPLOYMENT

Software Engineer Intern **Pandora Media** **June 2017 - August 2017**

- Created multiple big data processing pipelines using Apache Kafka. **Java**
- Replaced a service that would use Remote Procedure Calls to transfer data and would often fail at scale with a new service using a Kafka pipeline, greatly increasing the reliability and capability of the service, deploying at scale into production on a large distributed system of application servers **Java**

Research Assistant **CU Department of Information Science** **May 2016 - August 2016**

- Developed a machine learning application which automatically labels a large amount of data scraped from Twitter in order to monitor and analyze various diseases and health trends around the world. **Python**

OTHER TECHNICAL EXPERIENCE

Projects

- **Predicting Stock Prices** (2017). An application which scrapes stock prices of desired stocks, and uses Machine Learning techniques in order to attempt the behavior of future stock prices. **Python**
- **Motion Cntrl** (2017). An interface which allows you to control your computer using simple hand movements through the air and a "Leap Motion" sensor. Made for the HackCU 2017 hackathon. **Java**
- **Sociable** (2016). Virtual reality app for the Oculus Rift that helps special needs students to react appropriately in certain social situations by putting them in a fun and safe environment. **C#, Unity**
- **Javascript Interpreter** (2016). Built a Javascript interpreter in order to learn about the theory behind programming languages, as well as the design and implementation. **Scala**
- **flix** (2016). A cross-platform movie app where users can see information on upcoming movies, search for movies, and keep track of movies they want to see. **APIs, HTML/CSS, Javascript, Ionic Framework**
- **Car Hop** (2016). A simple game made for multiple platforms where you run through the streets, jumping over cars. **Javascript, HTML, Phaser Framework**

ADDITIONAL EXPERIENCE AND AWARDS

- **Third place, HackCU 2016 Hackathon:** Received third place overall for a virtual reality app aimed at teaching special needs children how to react in social situations

PUBLISHED PAPERS

- Xiaolei Huang, Michael C. Smith, Michael J. Paul, Dmytro Ryzhkov, Sandra C. Quinn, David A. Broniatowski, Mark Dredze. **Examining patterns of influenza vaccination in social media.** *AAAI Joint Workshop on Health Intelligence (W3PHIAI)*, San Francisco, February 2017
  http://cmci.colorado.edu/~mpaul/files/w3phi17_vaccines.pdf

LANGUAGES, TECHNOLOGIES, AND SKILLS

- Java, Python, C++, HTML/CSS, Javascript, Scala
- Object Oriented Programming, Big Data, Apache Kafka, Machine Learning, Concurrent Programming, Distributed Systems, Git/Github, SQL, Agile Software Development, JUnit