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DMYTRO RYZHKOV

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EDUCATION

Boulder, CO	University of Colorado Boulder	Fall 2014 – Summer 2018
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- Junior pursuing Bachelor's Degree in Computer Science
- Related Undergraduate Coursework: Software Development Methods and Tools, Principles of Programming Languages, Algorithms, Discrete Structures, Computer Systems, Data Structures, Intro to Programming, Intro to Linear Algebra.
- Memberships: Society of Women Engineers, University of Colorado Debate Team, Conference on World Affairs - Tech and Science, Global Engineering Residential Academic Program.

EMPLOYMENT

Research/Software Dev Intern	CU Department of Information Sciences	May 2016 - Present
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- Developing a machine learning program which automatically labels a large amount of input in order to monitor and follow health trends around the world
- Wrote scripts in Python to mine large amounts of data from social networking sites

TECHNICAL PROJECTS

Projects

- **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
- **Car Hop** (2016). A simple game made for multiple platforms where you run through the streets, jumping over cars. Javascript, HTML, Phaser Framework
- **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
- **Android Game** (2016). Sidescrolling infinite runner game for the Android operating system. Java, Android Studio
- **HobbyHub** (2015). A group based social network/forum where users can join different groups depending on their hobbies and have discussions with other users about their interests. MySQL, PHP, Web Frameworks
- **Data Structures Final Project** (2015). Implementations of various sorting algorithms on randomly generated arrays. C++
- **PipBoy** (2015). Wearable tech based off of a video game, with various functions to aid the user. Python, Raspberry Pi, 3D Printing

ADDITIONAL EXPERIENCE AND AWARDS

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

Languages and Skills

- C++, C, Python, HTML/CSS, Javascript, Java, PHP, Scala, MySQL
- Git/Github, Software Development, Object Oriented Programming, Bash Shell Scripts, Agile Methodology, APIs, Linux, OSX, Windows, Test Driven Development, Android Studio, Machine Learning