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DMYTRO RYZHKOV

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EDUCATION

Boulder, CO

University of Colorado Boulder

Graduating May 2018

- Junior pursuing Bachelor's Degree in Computer Science
- Related Undergraduate Coursework: Software Development Methods and Tools, Object Oriented Analysis
 and Design, 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

Software Developer Intern / Research Assistant

CU Department of Information Science

May 2016 - Present

- Developing a machine learning application in Python which automatically labels a large amount of input in order to monitor and follow various diseases and health trends around the world
- Wrote scripts in Python to mine large amounts of data from social networking sites

TECHNICAL EXPERIENCE

Projects

- Sociable (2016). Virtual reality app for the Oculus Rift that helps special needs students to react
 appropriately in certain social situiations by putting them in a fun and safe environment. C#, Unity
- Javacripty (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
- Android Game (2016). Sidescrolling infinite runner game for the Android operating system. Java
- 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, Yii Framework
- PipBoy (2015). Wearable tech based off of a video game, with various functions to aid the user. Python

ADDITIONAL EXPERIENCE AND AWARDS

• Third Place, HackCU 2016 Hackathon: Recieved third place overall for a virtual reality app aimed at teaching special needs children 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