Ryan Lowe

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EDUCATION

University of British Columbia

Vancouver, BC

Bachelor of Science in Computer Science

Sep. 2023 - May 2027

Activities: Game Development Club, Queer Coded, nwPlus

Relevant Coursework: Systematic Program Design, Software Construction, Models of Computation, Basic Algorithms and Data Structures, Calculus (I-III), Computer Methods in Earth Sciences, Introduction to Probability, Linear Algebra

EXPERIENCE

Data Analyst Aug 2025 - Present

Telus Digital Remote

• Annotated and validated English and French datasets to ensure cultural, linguistic, and contextual accuracy, improving the quality of AI training data.

- Evaluated training data to ensure that AI models have a reliable training sets for natural language processing and computer vision.
- Evaluated English and French text and audio to ensure accuracy and clarity.

Parking Attendant

Aug 2022 – Present

Pacific National Exhibition

Vancouver. BC

- Assisted customers and delivered customer service during events of around 1000+ people.
- Directed vehicles efficiently, ensuring smooth traffic flow and parking operations in fast-paced environments.
- Monitored parking areas for safety, compliance, and security concerns, resolving problems that arise, staying alert and focused.

Volunteer Experience

EDI Coordinator

May 2025 – Present

nwPlus Vancouver, BC

- Helped organize hackathons of up to 700+ people, helping organize and coordinate events.
- Assisted in developing onboarding materials for mentors and volunteers to help make events more inclusive.
- Collaborated to develop initiatives to help enhance the overall hackathon experience.

Vice President March 2022 – June 2023

Van Tech Coding Club

Vancouver, BC

- Taught high school students how to program in various languages, including Python, HTML, CSS, and JavaScript.
- Helped students with data structure and algorithm basics to prepare for the Canadian Computing Competition.
- Prepared students for the AP Computer Science A exam by reviewing key computer science concepts in Java.

Projects

${\bf Ultimate\ Mafia}\ |\ {\it HTML},\ {\it CSS},\ {\it Javascript},\ {\it React}$

January 2023 – August 2023

- Contributed to an open source website dedicated to providing a space for individuals to play chat mafia online, averaging 50 daily users.
- Implemented 27 and designed 7 new features for the site, and fixed various bugs and issues.
- Gained experience and understanding with developing and contributing to a full-stack MERN application."
- Designed and programmed a multiplayer mini-game where users come up with an acronym given a combination of letters for the site.

pAlge.sounds | Python, Flask, HTML, CSS, Javascript

October 2023

- Led a team of 4 to build a full-stack application at a hackathon.
- Manufactured a program that takes a book, analyzes its contents, and then produces a Spotify playlist based on it.
- Used HTML, CSS, and Flask to create a front-end website and interface for the user.
- Applied Wikipedia, ChatGPT and Spotify API's to process and retrieve data, and generate information.

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, C++, HTML, CSS, R

Developer Tools: Git, VS Code, PyCharm, IntelliJ, WebStorm, GitHub, LaTeX, Jupyter Notebook

Libraries: Tkinter, Tidyverse, Pygame, JSwing, Numpy, Matplotlib, ggplot2