

Ryder A. McMinn

~\$ Data Scientist

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🎓 EDUCATION

Indiana University, Bloomington, IN Aug 2017 - May 2019

Masters of Science (M.S.) in Data Science

Specialization: Computational & Analytical Track

Focus on Artificial Intelligence & Machine Learning

Indiana University, Bloomington, IN Aug 2012 - May 2017

Bachelors of Science (B.S.) in Computer Science

Specialization: Computer Systems

👜 EXPERIENCE

Indiana University, Bloomington, IN Jan 2018 - Present

Graduate Research Assistant - Computer Vision Lab

- Assisted research in Object Detection, Convolutional Neural Network design, and Machine Learning techniques
- Implemented and maintained Nvidia GPU Titan Linux servers that leveraged modern libraries such as Tensorflow and Caffe2

Indiana University, Bloomington, IN Apr 2017 - Present

Data Analyst

- Directed implementation of a new enterprise system to provide faster reporting
- Installed proper security protocols while maintaining data integrity truant to Indiana University data policies and FERPA legal requirements
- Managed the user base and proper work processes as the root administrator for the enterprise system
- Served as primary contact for third-party representatives and aided their transition to our system
- Created a new, innovative data pipeline that supplements data workflows to handle effective reporting and metrics

Indiana University, Bloomington, IN Jan 2016 - May 2016

Undergraduate Researcher

- Developed project spaces and maintained servers for ongoing research projects Using PHP
- Designed experiments to test cybersecurity effectiveness using eye and mouse tracking while browsing webpages
- Analyzed experiment data using clustering techniques like KNN and DBSCAN and heat map visualizations
- Designed a predictive model that determines a particular user's online threat risk

Blue Burro, Bloomington, IN Oct 2014 - Jun 2015

Front-End Javascript Developer

- Developed the front-end admin panel and other various components on Blue Burro's Application Draft Once
- Prototyped different panel configurations using A/B testing, while gauging effectiveness using Statistical Hypothesis Tests.
- Partnered with another developer to design, implement, and troubleshoot a simple and seamless administrative experience using Javascript technologies.

State of IN - IDEM, Indianapolis, IN May 2014 - Aug 2014

Software Engineer - Intern

- Tasked with planning and creating a web application tool using JQuery and Javascript designed to make environmental inspections easier.
- Implemented logging, mapping, and note taking features and integrated them into a pipeline to submit data to an IDEM server
- Developed a companion iOS app that expanded upon the web tool while adding photo and GPS capabilities.

Updated: February 6, 2018

🕒 ACTIVITIES

Data Science Club

Aug 2017 - Present

Member

Delta Kappa Epsilon Fraternity

Feb 2013 - May 2017

Vice-President of Communications

PGA Tour

Feb 2015 - May 2015

Technical Volunteer for the 76th Senior PGA Championship

</> SKILLS

Programming Languages

Python, C/C++, SQL, R, JavaScript, Java, HTML/CSS, Bash, Pig, Hive, MatLab, PHP

Databases (SQL & NoSQL)

PostgreSQL, MongoDB, sqlite3, MySQL, HDFS, HBase

Machine Learning & AI Libraries

scikit-learn (sklearn), xgboost, pandas, numpy, tensorflow, keras, caffe2, opencv, nltk, lightgbm

Data Visualization

matplotlib, seaborn, Jupyter Notebooks, ggplot

Distributed Computing

Hadoop, Linux Server Administration, AWS, Spark, Mesos, Airflow

⚙️ SELECTED PROJECTS

NBA Player Value Analysis 2015-2016

- Developed an algorithm to value NBA players based on metrics such as Points Per Game and Free Throw Percentage using MatLab and Regression Analysis for the 2013 - 2014 season
- Reworked the algorithm to employ a data pipeline for the then current 2016 season and applied it to win a fantasy basketball league.

ryOS Operating System 2016

- Built an operating system completely from the ground up using C that implemented things like memory allocation, process management, and interrupt handling.
- Compiled OS to target x86 and ARM architectures using the GCC compiler.