Ryan Petschek

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Education

Current GEORGIA INSTITUTE OF TECHNOLOGY

ATLANTA, GA

- First-year computer engineering major interested in computer hardware and software.
- Software team member on Georgia Tech's RoboJackets "RoboCup" robotic soccer team.
- Won 2016 HackGT's "Best Use of Encryption" award with "PanID" project submission in Georgia Tech's annual hackathon.

2012–2016 GREENS FARMS ACADEMY (GFA)

WESTPORT, CT

• Graduated with high honors in June, 2016. Earned a high school diploma with a concentration in STEAM (traditional STEM with the addition of the arts).

Experience

2012-2016

GFA ROBOTICS TEAM CAPTAIN (https://github.com/GFA-Robotics/Dragonoids-Android)

Co-Captain (2014–2016) and Lead Programmer (2012–2016)

- Led school's FIRST FTC robotics team as a co-captain through qualifying stages and into the 2016 Connecticut state tournament where the team finished second in the state. Team's strong performance qualified for the super-regional tournament for the first time in the team's six-year history.
- Developed and programmed the robot in the RobotC language (a variant of C) for successful driver-controlled and autonomous periods (2012–2015). Redeveloped robot programming in Java for Android in the 2015 / 2016 season to meet new FTC league requirements.
- Trained new team members in RobotC and Java and taught them how to use programming to approach analytical problems and develop algorithms to solve them.

2014–2016 WEB-BASED SCHEDULING APP (https://github.com/petschekr/World-Perspectives-Future)

- Awarded paid contracts by the GFA administration three years in a row to design and develop
 a web application that helped 375+ students and faculty to register, view schedules, and
 provide feedback for annual all-day school symposia consisting of student presentations on
 global issues and scientific research. The software contributed to the success of symposia in
 2014–2016. It was publicly acknowledged by the head of school and the school's board of
 trustees for its innovation.
- Used HTML / CSS, front-end JavaScript, and Node.js with Neo4j.
- Made extensive use of the Git revision control system to roll back problematic updates, collaborate with a designer, and merge changes into a server-specific deployment branch.

Technical skills

Languages: HTML / CSS, ECMAScript 6 (as well as TypeScript), C#, Python, (familiarity with C++, Java, PHP, and Rust)

Tools: Visual Studio / Xamarin, Git, Atom Editor, Node.js / npm, Arduino, MATLAB

Databases: Neo4j, MySQL, Redis, MongoDB, RethinkDB **Operating Systems:** Ubuntu / Debian Linux, Windows

Personal Enjoy baseball, soccer, skiing, and fencing. Fluent in German (<u>B2 level</u> / Goethe Institute).