

# RYAN CHWIECKO

45 Outer Drive, London, Ontario, Canada

☎ 226-448-1832 ✉ [RyanChwiecko10@gmail.com](mailto:RyanChwiecko10@gmail.com) [in linkedin.com/in/ryan-chwiecko/](https://www.linkedin.com/in/ryan-chwiecko/) [github.com/rChwiecko](https://github.com/rChwiecko)

## Education

### Western University

*H.B.Sc Computer Science & Software Engineering*

- GPA: 4.2 / 4.5

Sep. 2022

London, Ontario

## Relevant Coursework

- Data Structures
- Software Design
- Algorithm Analysis
- Database Management
- Machine Learning
- Web Development
- Systems Programming
- Computer Architecture

## Technical Skills

**Languages:** Python, Java, C, HTML/CSS, JavaScript, TypeScript, MySQL

**Developer Tools:** VS Code, Eclipse, PyCharm, Notepad++

**Technologies/Frameworks:** Unix, GitHub, LaTeX, React, TailwindCSS, AngularJs, Pandas, Numpy, SciKitLearn

## Experience

### Predictify Pro

Sep. 2023 – Present

*Full-Stack Developer*

London, Ontario

- Spearheaded the development of front-end architecture and user interfaces utilizing the **React** framework, **TailwindCSS** and **TypeScript**.
- Collaborated with cross-functional teams to link front-end design with backend functionalities utilizing the **Git** version control system.
- Co-led the development of an **LSTM** machine learning algorithm that will predict housing prices with the use of the **Tensor Flow** framework.
- Designed a secure **API** in **Python** responsible for querying and storing user information in **MongoDB**, while ensuring effective **Encryption Algorithms** protected sensitive user information.

### Edumasters

Aug. 2023 – Present

*Math & Computer Science Tutor*

London, Ontario

- Tutored students on various mathematical subjects such as **Calculus** and some fundamental **Linear Algebra** concepts, elevating the student's knowledge and confidence in those subjects.
- Educated students on **Java** with an emphasis on **Object Oriented Programming** and intermediate **Python** enhancing and critical thinking in the students.
- Elevated the student's grades in the specified subjects by **35%**.

## Projects

### VeggieTerria | Python, Computer Vision

May. 2024

- Developed a program that leveraged advanced **Computer Vision** techniques, **Google Cloud Vision** and **MediaPipe** APIs to accurately classify user motions, **improving efficiency by 30%**
- Implemented a database using **SQL** and handled queries to this database using an API made using **Flask** to ensure consistent, secure and seamless communication between backend and frontend architecture.
- Designed the frontend wireframes utilizing **Figma**, created the frontend using **Bootstrap** to make a visually appealing website and **React** to implement functionality of the website, ensuring a flawless user experience.

### Web-Based To-Do List | React, Typescript, Vite

Nov. 2023

- Developed an interactive web-based to-do list application using **Vite**, **React** and **TypeScript**, enhancing user productivity by providing a seamless and intuitive task management interface.
- Implemented **React** Hooks in the to-do list application, greatly simplifying and improving code maintainability. This approach streamlined state management, building a more efficient and straight-forward code-base.

### X+ Game | Java, JavaFX, Eclipse

Nov. 2023

- Optimized game performance through the design of a custom **hash table** for efficient game state tracking and move evaluation. This innovative approach to data management reduced computational load and improved response times, leading to a smoother gaming experience.
- Implemented tree-based computations and **separate chaining** in hash tables, streamlining the game's core functionality and enhancing player satisfaction through improved algorithm efficiency.