55 Oakwood Dr. | Foster, RI 02825 **Ryan St. Pierre** (401) 487-7447
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Education

Duke University - Pratt School of Engineering – Durham, NC Exp. Graduation: May, 2018
BSE Electrical and Computer Engineering/BS Computer Science
- Courses: Software Design and Implementation, Signals and Systems, Computational Methods in Engineering, Data Structures and Algorithms, Multivariable Calculus, Linear Algebra, Probability, Differential Equations
- GPA: *4.00/4.00*
- Dean's List with Distinction (Fall 2014, Spring 2015, Fall 2015, Spring 2016)
- Minor: BS Mathematics

La Salle Academy – Providence, RI (4.00/4.00) 2010-2014
- Honors and Awards: Salutatorian (*Rank: 2/340*), AP Scholar with Distinction (2014), Principal's Award (2014), Wendy's Heisman State Finalist (2014), Harvard Book Award (2013)

Work Experience

InterSystems | *Systems Development Intern* - Cambridge, MA Summer 2016
- Built a data science tool, following the Deep Feature Synthesis algorithm, which automates the creation of predictive models from relational databases using Caché ObjectScript (M).
- Used Scala and Spark to design a machine learning pipeline.
- Authored a white paper focusing on the integration of SQL standard into InterSystems specific technologies.

Duke University | *Peer Tutor CS201* - Durham, NC Aug 2015-May 2016
- Tutored one student on the concepts of Data Structures and Algorithms for two hours per week.

Nowell Academy | *Tutor* – Central Falls, RI June 2015- Aug 2015
- Tutored at-risk students in the subjects of algebra II and personal finance.

Design Projects

Storkd | Mobile Application 2016-present
- Full-stack development, in a team of 3, of an e-commerce app that connects local artist to travelers.
- Use of React Native for cross-platform compatibility.

VoogaSalad | 2D Sprite Gaming Environment 2016
- Designed, in a team of 8, a game authorship environment and game engine, built to support an unlimited number of games encompassing multiple genres.
- Utilized XStream to serialize games into XML format for easy saving and sharing.
- Integrated Facebook social media features.

SLogo | Training Language IDE 2016
- Built a real-eval-print loop IDE, designed as an educational tool.
- Designed and implemented a parser and AST for SLogo (simplified Logo) code.
- Features: multiple workspaces, saved visual preferences, command caching, & line-by-line debugging.

Cell Society | Cellular Automata 2015
- Designed and implemented a tool that allows users to run several cell-based simulation models.

Integrated Design Challenge 2015
- Designed four Arduino robots, in a team of 8, in a cost effective manner using fundamental electronic devices (QTI sensors, Xbee module, PIR sensor, etc.).
- Robot functionality: line, light, color, location, & motion detection and external communication.

Technical Skills

Language Depth:	Java, MATLAB
Languages Breadth:	C, C++, Scala, SQL, JavaScript, Caché Object Script (M)
Skills & Frameworks:	React Native, Spark, Arduino, CSS, LaTeX, XStream

Leadership and Involvement

Duke Club Soccer | *Vice President*