

Ryan David Melzer

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Employment

Sandia National Laboratories. Albuquerque, NM (*Remote*)

Machine Learning Engineer (Member of Technical Staff, R&D S&E Computer Science)

January 2021 - Present

Machine Learning Engineering Intern

May 2019 - January 2021

- Developed and implemented a suite of deep neural network models, neural architecture search methods, explainability algorithms, data augmentation routines, and training and inference improvements for automatic target recognition (ATR) and pose estimation in synthetic aperture radar (SAR) imagery. Developed deep neural network models and neural architecture search techniques for achieving accurate and robust domain adaptation between synthetically generated and real radar imagery. Several of these models exceeded current state-of-the-art accuracy on public benchmark datasets. Quantized and deployed trained models to 8-bit EdgeTPU devices for inference. Wrote and presented two first-author publications on these deep learning methods for SAR ATR.
- Implemented controllers, dynamics models, and machine learning capabilities in CUDA C++ for a high fidelity vehicle simulation software application. Developed and implemented C++ performance optimizations to increase the speed and accuracy of the simulations. Co-authored a publication on this software.
- Implemented and validated reinforcement learning algorithms for an internal multi-agent reinforcement learning Python library.
- Python, PyTorch, C++, GPU programming, Unix, Computer Vision, Deep Learning, Machine Learning, Deep Reinforcement Learning.

Optiver. Chicago, IL

Software Engineer I

June 2017 - April 2018

Software Engineering Intern

Summer 2016

- Built and launched a real-time post-trade analysis tool to analyze the behavior of a new automated trading strategy. This tool allowed the company to test and deploy the strategy at scale safely.
- Implemented and deployed a high-frequency trading application on an unsupported exchange. Extended an in-house end-to-end testing framework to cover both the new application and the exchange.
- Discovered a use-case for a new microsecond time-scale trading strategy through examining packets sent over an exchanges' UDP broadcast. Implemented, tested, and deployed this strategy in an existing trading application.
- Implemented, tested, and deployed a safety mechanism across the entire trading system to prevent automated trades outside of algorithmically predetermined price limits.
- Built a server to simulate changes in option prices using forecasted market fluctuations and changes in pricing model parameters. This server computed large matrix operations in parallel for thousands of options and broadcasted the results on a UDP network.
- Developed and deployed server that collected real-time monitoring statistics of work queues in the data collection system. The server was able to easily identify bottlenecks across each component of the system in real-time.
- C, C++, C#, Unix, Python, Java.

The University of Arizona Department of Computer Science. Tucson, AZ

Research Assistant (Machine Learning)

August 2018 - January 2021

- Implemented and successfully trained deep reinforcement learning algorithms for control of a hypersonic aircraft.
- Developed and implemented an unsupervised learning algorithm for real-time outlier detection in streaming astronomical data from the Large-aperture Synoptic Survey Telescope (LSST).
- T.A. for Software Development in C++, Theory of Computation, Data Structures & Algorithms, and Intro. to Computer Science.
- Python, PyTorch, Unix, Machine Learning, Deep Reinforcement Learning, C++.

Rincon Research Corporation. Tucson, AZ

Software Engineering Intern

Summer 2015

- Developed and deployed a geolocation algorithm used onboard an autonomous drone cluster.
- C++, Python, Unix.

Education

The University of Arizona, Tucson AZ

- **M.S. Computer Science** (emphasis in Machine Learning), *December 2020* (4.0/4.0 GPA)
- **B.S. Computer Science**, *May 2017* (4.0/4.0 major GPA)
- **B.S. Mathematics**, *May 2017*

Projects

- Implemented a log-structured unix file system in C++ for a simulated commodity SSD.