#### **RONALD MILGO**

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### **EDUCATION**

## Yale University, New Haven, CT

Expected Graduation, May 2027

- BS. Computer Science
- Relevant Coursework: Data Structures and Programming Techniques, Algorithms, Full Stack Development,
   Discrete Math, Multivariable Calculus, Computer Architecture, Object-Oriented Programming, Systems
   Programming & Computer Organization

### **TECHNICAL SKILLS**

- Programming languages: Python, C, C++, JavaScript, Java, Swift, Rust, Go, Ruby, PHP, HTML, CSS, SQL, Racket.
- Frameworks & Libraries: Flask, Django, React.js, Next.js, Angular, Vue, Node.js, Spring Boot, RESTful APIs
- Tools & Platforms: AWS, Git, GitHub, Linux, MongoDB
- Machine Learning: TensorFlow, PyTorch

### **WORK EXPERIENCE**

## Tsai Center for Innovative Thinking at Yale

New Haven, CT

Software Engineer Intern

May 2025 - Present

- Collaborated with 3 early-stage startups, delivering full-stack solutions across web development, automation, and machine learning, accelerating product readiness and reducing manual workflows by 50%.
- Led frontend development for Neotix Robotics, building a data request portal and SEO-optimized blog using Next.js, increasing web visibility by 3x; also contributed to machine learning model testing and robot training to improve autonomous behavior accuracy by 40%.
- Automated Verustruct's subscription flow using JavaScript and Wix APIs, and redesigned UI to align with investor pitch decks, improving engagement and branding consistency.
- Enhanced Prevision Labs' Setpet interface by implementing real-time image generation with the HTML Canvas API, powering live visuals for 200+ prototype requests and enabling faster iteration during client-facing showcases.

### Yale School of Engineering & Applied Science

New Haven, CT

Student Software and Systems Engineer Intern

May 2024 - August 2024

- Built **Python** automation tools for lab inventory and scheduling workflows, reducing equipment setup time by 30% and improving lab efficiency for 100+ students and faculty.
- Designed and implemented a predictive scheduling algorithm using Python and historical usage data, forecasting lab equipment demand and reducing resource conflicts by 40% during peak project cycles.
- Programmed Arduino-based engineering bikes, enabling 40+ students to interact with motors, sensors, and embedded systems—facilitating hands-on learning in IoT, robotics, and real-time control.
- Maintained and troubleshot lab software environments using MATLAB, LabVIEW, and hardware interfaces, ensuring uninterrupted operation across 100+ concurrent research projects.

# **Equity Bank Limited**

Nairobi, Kenya

Technology & Software Intern

May 2022 - May 2023

- Implemented a CRM system to track and follow up with new account holders, using SQL and workflow automation tools to boost customer retention by 35% in the first 3 months.
- Taught **Python** and **C programming** to 300+ students as part of a nationwide tech outreach initiative, introducing foundational programming concepts and promoting CS majors among high-potential scholars.

### **TECHNICAL PROJECTS & LEADERSHIP EXPERIENCES**

# Yale International Students' Organization

New Haven, CT

Web developer

December 2023 - April 2025

- Developed interactive marketing components for the organization's website using HTML, CSS, and JavaScript, increasing user engagement and page interaction by 30% across event-related content.
- Designed and deployed responsive digital materials for weekly events, optimizing visuals for both email campaigns and Instagram, reaching an audience of 1,000+ students.
- Collaborated with the Marketing Council to improve UI consistency across platforms, enhancing brand cohesion and digital reach.

## **Sorting Algorithm Visualizer**

Web Application

November 2024 - January 2025

- Developed an interactive web-based visualizer using HTML, CSS, and vanilla JavaScript to animate sorting
  algorithms including Merge Sort, Quick Sort, and Bubble Sort, supporting real-time control of speed and array
  size.
- Created as a learning tool for a Yale Data Structures course, helping 200+ classmates better understand algorithmic behavior through live visual demonstrations and in-class walkthroughs.

# StudyBuddy

iOS Mobile App

January 2025 - Present

- Developed a native iOS study app in Swift using Xcode and UserNotifications, helping 150+ students track
  assignments, flashcards, and quizzes; boosted daily engagement by 40% through personalized reminders and
  intuitive UX aligned with Apple Human Interface Guidelines.
- Engineered a scalable **MVC architecture** with RESTful APIs to manage dynamic content and future features like **Al-driven study plans** and **Calendar integration** via **EventKit** (in progress).