Ryan Parker

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EDUCATION

University of Nevada, Las Vegas College of Engineering **May 2024**
Bachelor of Science, Computer Science
GPA: 3.76

RELEVANT EXPERIENCE

60East Technologies, Inc. **June 2024-Present**
Software Engineering Internship

- Collaborated with a team of software engineers to develop and maintain AMPS, the company's flagship product—a high-performance messaging system that provides real-time data across diverse operations.
- Contributed to the development of new features and enhancements for AMPS, including the creation of new testing suite tools and optimization of existing test automation processes to improve coverage and efficiency.

UNLV American Institute of Aeronautics and Astronautics (AIAA) **Jan 2023-Present**
Team Member

- Participating in the 2023 AIAA Design/Build/Fly (DBF) competition, contributing to the design and construction of innovative radio-controlled aircraft to meet mission objectives, and gaining hands-on experience in aerospace engineering.
- Actively engaged in the UNLV AIAA organization's initiatives and activities that foster innovation in the aeronautical field, including regular challenges, workshops, and collaborative projects that promote creativity and problem-solving in aerospace engineering.

PROJECTS

Autonomous Racing: A Cyber-Physical Perspective

- Explored and applied cutting-edge autonomous racing concepts and techniques, including obstacle avoidance, navigation algorithms, and race-line optimization.
- Achieved a 15% improvement in racing times through the implementation of novel obstacle avoidance algorithms and optimized race-line strategies.
- Gained hands-on experience in cyber-physical systems and autonomous vehicle control through practical implementation and rigorous testing.

Munch: Culinary Social Media App

- Led the development of Munch, a food-centric social media app in a team environment, involving front and back-end development.
- Implemented complex algorithms for recipe recommendations, enabling users to discover new culinary experiences and share cultural recipes seamlessly.

House Pricing Prediction Using Machine Learning Models

- Developed a machine learning model to predict housing prices in a specific area, leveraging a dataset of over 20,000 records.
- Conducted data preprocessing to address imbalances and implemented various machine learning models, including K-Nearest Neighbor (KNN), Linear Regression, and Support Vector Machine (SVM), using Python with data from the Kaggle Database.

SPECIALIZED SKILLS

Object Oriented Programming: C++, Python, Java
Web Design: HTML/CSS, JavaScript
Programming Languages: C/C++, Python, MATLAB, JavaScript, Bash, Go, Ruby, Java, x86-64 assembly, SQL
Developer Tools: Git/GitHub, Linux/Unix, WSL, Visual Studio, MySQL, Node.js, Photoshop