Ryan Carlson

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I'm a software developer who enjoys working with a passionate team to build products that have an impact on people's everyday lives. I believe in life-long learning and work to support a positive workplace culture. I'm interested in a position where I can develop software that aligns with users' underlying needs.

Professional Experience

Software Engineer, Beekeeper, Zürich, Switzerland (Sept. 2017 – present)

- Founding member of team to develop our marketplace, opening Beekeeper to third-party integrations.
- Designed and built a Java SDK to help securely deliver sensitive documents to our users. Deployed apps built with the SDK using Docker and Kubernetes.
- Supervised external development of integrations, including researching APIs, writing briefings, reviewing code of and managing relations with third-party developers.
- Designed and implemented VueJS webapp with Dropwizard backend to help customers contact their employees during emergencies.
- Mentored new members and led team retrospectives and sprint planning meetings.

Research Programmer, Carnegie Learning, Pittsburgh, PA (Feb. 2014 – Aug. 2017)

- Designed and implemented an AngularJS tool with a Django backend allowing non-technical content designers to author computer-driven math tutors. Led to significant increase in the company's content output.
- Designed and implemented a highly configurable iPad game framework to help develop students' number fluency.
- Conducted field studies to test game efficacy, constructing interventions based on non-cognitive factors.
- Instrumented fine-grained, in-game behavior tracking; ran statistical analyses to understand interventions' effects.
- Wrote and edited grant proposals for the research department.

Software Engineering Intern, Google Maps for Android, Google, Mountain View, CA (May - Aug. 2013)

- Created framework to enhance benchmark reliability by making tests network-independent.
- Improved Places Pages, offering user additional details about a business.

Software Engineer, Safaba Translation Solutions, Pittsburgh, PA (Nov. 2011 – Dec. 2013)

- Built machine translation systems customized to client demands.
- Analyzed translation quality and generated fixes to improve our engines.
- Developed SSL-encrypted translation server used by our clients.

Education

Language Technologies Institute, Carnegie Mellon University, Pittsburgh, PA (2011 - 2013) Master of Science in Language Technologies.

Swarthmore College, Swarthmore, PA (2007 - 2011)

Graduated with Honors. Major in Computer Science, Minor in Cognitive Science.

Publications

- R. Carlson, K. Genin, M. Rau, and R. Scheines. Student Profiling from Tutoring System Log Data: When do Multiple Graphical Representations Matter? In Proc. Conference on Educational Data Mining, July 2013.
- I. Goldin and R. Carlson. Learner Differences and Hint Content. In Proc. Conference on Artificial Intelligence in Education, July 2013.
- R. Carlson, V. Keiser, N. Matsuda, K. R. Koedinger, C. P. Rosé. Building a Conversational SimStudent. In Proc. Conference on Intelligent Tutoring Systems, pages 563-569, June 2012 (Short Paper).
- A. Ogan, S. Finkelstein, E. Walker, **R. Carlson**, and J. Cassell. Rudeness and Rapport: Insults and Learning Gains in Peer Tutoring. In Proc. Conference on Intelligent Tutoring Systems, pages 11-21, June 2012.

Skills

Computer Languages (Proficient) JavaScript, Java, Python, HTML, CSS, TypeScript, Objective-C, Bash; (Familiar) C++, C, R, Lisp (CL/Scheme), PostgreSQL.

(My Favorite) Tools Git, Atom, IntelliJ, PyCharm, Docker + Docker Compose, Kubernetes, Vim, OmniGraffle, GIMP, Inkscape.