Ryan Babida

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Objective

I am seeking an internship position in Software Engineering. My main interests are Machine Learning, Big Data, and Web Development.

Education

University of California, Davis | Davis, CA   September *2013 – March 2017* (expected)

Computer Science – GPA: 3.39/4.00   *(Senior Standing)*

Courses: Data Structures, Programming Languages, Computer Architecture, Algorithms, Object-Oriented Programming, Numerical Optimization

Skills

- Proficient: Python, Java
- Familiar: C, C++, MATLAB, HTML, CSS, LabVIEW, Quartus II
- Frameworks/Libraries: Django, Matplotlib, PyQt
- Other: Git, Heroku, PostgreSQL

Projects

Django-Powered Personal Website | Python, Django 1.9, HTML, CSS

- Developed a back-end service with Django that supports a Project and Blog page in which one can create, update, view, and delete a project/blog post.
- Created the front-end of the website with HTML and CSS within Django templates.

NFL Stat Cards | Python

- Created a web-scraping desktop application that gets player's info with BeautifulSoup and implemented a GUI that has a stat card associated with a given player in PyQt.

Parser | Java

- Implemented a fictitious language called E from scratch utilizing BNF grammar. The Java-based parser translates the E code to C for compilation.

Sound Localization Device using a Microcontroller | C and LabVIEW

- Created a device that detects sound with a self-made microphone circuit on a protoboard.
- Used a myDAQ to provide power to the proto-board and labVIEW to calibrate the sound such that the device turns to the direction of the sound source.

Experience

Computer Science Tutor | Davis, CA   *March 2016 – Present*

Assisted fellow students in assignments that used Python and C.

Instilled basic programming concepts to students new to programming by encouraging good software design and problem-solving skills.