Ryan **Davila**

SOFTWARE ENGINEER

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Education

Cornell University   *Ithaca, NY*

B.S. IN INFORMATION SCIENCE, SYSTEMS AND TECHNOLOGY   *Aug. 2015 - May 2019*

- Relevant Coursework: Object-Oriented Programming & Data Structures, Advanced Human-Computer Interaction, Data-Driven Web Applications, Language and Information, Principles of Artificial Intelligence, Ubiquitous Computing, Mathematical Foundations for the Information Age, Discrete Structures, Engineering Probability and Statistics II

Work Experience

Communication and Collaborative Technologies Lab   *Ithaca, NY*

RESEARCH ASSISTANT   *Feb. 2017 - Aug. 2018*

- Adapted legacy web application to incorporate a larger dictionary of associated words to interpret politeness of a given message
- Reduced computation times substantially through the removal of dead code
- Migrated legacy Python 2 code to Python 3, and added documentation to ensure ease of use for future researchers

Projects

Fun Fax   *Language and Information*

PRIMARY FRONT-END DEVELOPER   *Spring 2019*

- Crafted design prototypes and API schema for the machine learning based fun fact recommendation system
- Implemented front-end using React and Bootstrap to create a modern, seamless web application

Cooking in College   *Advanced HCI*

USER RESEARCHER   *Spring 2019*

- Identified a unique problem space and researched HCI literature on cooking experiences for university students
- Used extensive user research to influence the development of a physical prototype designed to enhance every process of cooking for students

YouTube Tracker   *Ubiquitous Computing*

PRIMARY DEVELOPER   *Fall 2018*

- Developed a Chrome extension to record time spent by users on YouTube and intervene based on thresholds established by user
- Performed user research, testing and data analysis in order to compile a paper adhering to the format of Ubicomp conference papers

CoursePlus+   *Human-Computer Interaction*

UX DESIGNER   *Fall 2018*

- Executed a case study on the nature of student-faculty interactions with respect to student difficulties, focusing on course-specific struggles and mental health issues.
- Used an iterative approach based on the Human-Centered Design process, creating prototypes for user testing and applying heuristic evaluations

Extracurricular Activities

Alpha Phi Omega   *Ithaca, NY*

FAMILY HEAD   *September 2016 - May 2019*

- Organized various volunteer and new member events to serve the Cornell community
- Performed over 30 hours of community service each semester within the Ithaca community, assisting at local schools and volunteering events

Skills

Programming	Python, JavaScript, HTML, CSS, Java, SQL, PHP
Tools	React, Bootstrap, Git, Vim, Linux, Eclipse, Figma, Balsamiq, Android Studio, Shell, LaTeX, D3.js
Languages	English, Spanish (Limited Working Proficiency)