Ryan Ku

software engineer

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Education

Santa Clara University

M.S. Software Engineering
September 2019 – June 2021
GPA: 4.0/4.0

Santa Clara University

B.S. Computer Engineering
Mathematics Minor
September 2016 – June 2020
Major GPA: 3.8/4.0
Cum. GPA: 3.5/4.0

Skills

Programming Languages

Python • C++ • C • Java •
JavaScript • HTML • CSS

Tools and Operating Systems

Git • Android Studio • Windows
OS • Linux (Ubuntu/CentOS) •
Mac OSX

Coursework

Theory of Algorithms
Software Engineering
Computer Creativity
Operating Systems
Computer Networks
Advanced Data Structures
Formal Language Theory
Compiler Construction
Truth, Deduction, & Computation
Cryptography

Interests

Internet Privacy & Net Neutrality
IoT & Smart Home Devices
Cars & Autonomous Tech
Machine Learning & AI

Active Sports

Ultimate Frisbee, Soccer
Snowboarding, Swimming
All-around beach-lover

Experience

Software Associate Intern   *Jun. 2019 – Aug. 2019   Washington, DC*
Anzu Partners – a VC firm

- ❖ Helped develop Flask application to interface with proprietary NIR spectrometer and map data
- ❖ Participated in diligence efforts on various software startups

Network Engineer Intern   *Jun. 2018 – Aug. 2018   Santa Clara, CA*
Hillstone Networks – an enterprise network security company

- ❖ Researched propagation, infiltration, and detection-prevention techniques of prominent cryptocurrency-related malware
- ❖ Investigated process initiations/terminations, registry privilege changes, network connections, service ports, and more used by common mining software and numerous malware to apply to current and future products for advanced detection

Lead Instructor   *Jun. 2017 – Aug. 2017   San Carlos, CA*
Galileo Learning – an innovation-focused summer camp

- ❖ Helped modify 3D printing curriculum to create a more fun and engaging learning environment
- ❖ Received feedback from initially uninterested students that my class had changed their attitude towards technology

Projects

Software Engineer, **Adaptive Robot Chassis**   *Jun. 2019 – present*

- ❖ Designing a unique, application-agnostic robot platform to collectively satisfy vehicle needs for multiple industrial partners
- ❖ Building a robust REST API on top of ROS12 to provide "plug and go" integration with a variety of open-source hardware

Software Engineer, **SET++**   *Aug. 2019 – Dec. 2019*

- ❖ Led a three-member SWE team to improve SCU's existing *Student Evaluation of Teaching (SET)* system
- ❖ Created a dynamic Flask application with a PostgreSQL database from the ground-up to work independently from the school's existing system

Software Engineer, **AUV**   *Aug. 2014 – Dec. 2016*

- ❖ Led the software team to design a JavaScript program to interface with various sonar sensors and motors to control an *Autonomous Underwater Vehicle (AUV)*
- ❖ Co-led the electrical team to design and implement efficient and safe wiring in waterproof housing