Ryan Lawlor

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Education

Franklin & Marshall College — Lancaster, PA
Bachelor of Arts, Cum Laude, 3.61 GPA — *August 2018 – May 2022*
Double Major in Computer Science and Business

Relevant Coursework
Data Structures, Algorithms, Operating Systems, Computer Organization, Human-Computer Interaction

Experience

Software Architect Intern — June 2021 – August 2021
Comcast — *Remote*

- Developed a company DevOps application with Comcast Enablement and TPX teams to fulfill software requests made by other teams
- Developed UI/UX frontend features with JavaScript libraries, React, and MaterialUI to effectively display important information regarding the status and metrics of various company services
- Contributed to back end features of application codebase that utilized Go, Kubernetes, AWS, and other frameworks/languages

Artificial Intelligence Research Assistant — January 2022 – April 2022
Franklin & Marshall College — *Lancaster, PA*

- Researched visual reasoning and image recognition models in PyTorch to detect and differentiate objects within images using Python
- Studied the FasterRCNN model and worked with my professor to implement a similar process using the OpenAI CLIP model to detect object location within an image
- Worked in a research team environment where collaboration, efficient weekly meetings, and cooperation were key factors in our success

Projects

Personal Website | *HTML, CSS, JavaScript*

- Built a personal website to display my projects, photography, and music
- Implemented HTML, CSS, and JavaScript to build a multi-page website with a responsive design
- Utilizes GitHub to store website repository and host the page with GitHub Pages

Automated Teamfight Tactics Game Bot | *Python, OCR, Riot Games LCU API, Git*

- Developing an object-oriented Python program that automatically plays auto-chess style Teamfight Tactics game
- Utilizes Optical Character Recognition and the Riot Games LCU API to handle object detection, starting each game, and successfully collecting and arranging a viable team composition to win the game
- Working on implementing computer vision object detection to actively monitor character position and team composition for more reliable decision making

Skills and Honors

Languages: Python, Java, C/C++, C#, JavaScript, HTML/CSS, R, SAS
Frameworks: React, Material-UI, PyTorch, TensorFlow
Developer Tools: Git, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Adobe XD
Libraries: pandas, NumPy, Matplotlib
Awards: Eagle Scout, Franklin & Marshall Dean's List, Council Rock Distinguished Honor Roll