Ryan Lazzareschi

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OBJECTIVE

Highly motivated computer science graduate from UC Davis seeking a new grad software developer role at a company where I can use my skills in full stack software development, visualization, and machine learning to help impact people around the globe.

EDUCATION

Bachelor of Science, Computer Science — June, 2021
University of California, Davis — *Davis, CA*

- Graduation with Honors — GPA: 3.96
- Dean's Honors List

Relevant Courses

Object Oriented Programming	Data Structures	Algorithm Design and Analysis
Computer Architecture	Web Programming	Data Visualization
Artificial Intelligence	Machine Learning	Applied Data Science

PROJECTS

Uber Visualization — *October 2020 - December 2020*

- Collaborated with 4 group members to produce an interactive website that visualizes over 18 million Uber pickups in New York City with the goal of finding the best hotspots for drivers.
- Implemented a simple Node.js/Express backend.
- Utilized MapboxGL for an animated heatmap of New York and D3.js for bar graphs with user-specified locations.

Smart Stock — *October 2020 - December 2020*

- Collaborated with 10 group members to implement a machine learning algorithm and website to predict the future prices of 100 NASDAQ stocks.
- Brainstormed various stock features from company quarterly reports to test with Neural Network built from Tensorflow.
- Oversaw full stack software development and continuity between frontend and backend.
- Assembled a Node.js/Express backend that fetches stock data from an AWS MySQL database.
- Constructed a React frontend to deliver an interactive UI featuring stock and prediction graphs built with D3.js.

Graphics Algorithms with OpenGL — *September 2020 - December 2020*

- Programmed a C++ application that features several fundamental computer graphics algorithms with OpenGL.
- Implemented an arcball camera to interact with 3D .obj objects.
- Programmed Phong Lighting, Gouraud Shading, Painter's Algorithm, and Half-Toning.

Sorting Algorithms Visualizer — *June 2019 - June 2019*

- Visualized various sorting algorithms in a C++ application.
- Implemented selection sort, bubble sort, insertion sort, merge sort, and quick sort.
- Built GUI Window and graphics with the SFML Library.

Neuroevolutionary Flappy Bird — *May 2018 - July 2018*

- Implemented a Java application that mimics the Flappy Bird game.
- Constructed my own neural network to play the game and be trained via neuroevolution.
- Simulates evolution using a genetic algorithm, allowing the user to train a machine learning model.

EXPERIENCE

CS4K Instructor — *January 2020 - June 2020*
Computer Science for Kids, UC Davis — *Davis, CA*

- Introduced elementary students to computer science using Scratch to build simple games.
- Designed kid-friendly curriculum covering basic computer science topics including variables, conditionals, loops, etc.
- Facilitated curiosity and collaboration between students.

SKILLS

- **Languages**: C++, Javascript, HTML/CSS, Python
- **Technologies**: Node.js/Express, D3.js, SQL, React, Scikit-learn, TensorFlow