Ryan Lin

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Self-starter and team player adept in finding footing in novel spaces. Navigating the tech space ranging from machine learning and robotics to gaming and the metaverse, having gone from 0 to 1 and beyond in each frontier.

Experience

Roblox

2020 - Intern and Accelerator

- Created a product roadmap based on the gaming core loop framework, establishing clear priorities and criteria for filtering incoming feature demands throughout development.
- Implemented AI behavior trees in Lua, slashing game character development time in half and doubling the number of characters our team could test at each iteration.
- Launched user tests and communication channels, collecting performance data, user data, and feedback from 100+ users in a pre-alpha launch period with high early growth.
- Engaged in developer focus groups, producing early data and feedback on product direction while identifying areas of attention within the company's API and platform for the future.

Autonomous Robots Lab @ UNR (1st Place in DARPA Subterranean Challenge)

2019 - REU Researcher (Subterranean Artifact Detection)

- Composed the project's proposal and presented updates, initiating and documenting the project.
- Generated a vocabulary of binary descriptors, readying a dataset of 1000+ images for training.
- Trained support vector machines, evaluating a classification system for 3 classes and 1 human.
- Applied image processing to isolate regions of interest, reducing classifier input size by ~80%.

Projects

Multi-Sensor Calibration and Visualization Software

2021 - Co-Creator

- Conducted stakeholder interviews and composed a product requirements document, clarifying our vision and introducing user stories to guide Agile development.
- Built a minimum viable product React app, enabling an early version rollout for weekly focus groups of 3+ subjects, informing potential roadmap reshapes early on.
- Led a team of four technically and design-wise through a migration of the app stack to Electron, pivoting on a need recognized through user walk-through interviews.
- Developed presentation, poster, and demo for a product showcase to researchers and students.

UnHynged: Painter's Tacklebox

2021 - Co-Creator

- Surveyed and interviewed 50+ painters, uncovering and validating a need for better storage.
- Designed a novel prototype, verifying functionality and testing to improve usability.
- Built a Gantt Chart and Smartsheet project timeline, defining project time and cost estimates.
- Compiled a BOM and performed bottom-up market analysis, forecasting total market potential.

Education

B.S Computer Science and Engineering, Minor in Mathematics

University of Nevada, Reno | 2021

Notable Courses: Design Process, Int'l Marketing, Data Structures, Algorithms, Machine Learning

Awards

Top 3
ACM General Electric Coding Competition

Winning Recipient
InNEVenture Fund 2017 Business Competition

Semifinalist
Presidential and National Merit Scholar

Skills

Languages: C++, Python, Lua, Javascript (ReactJS, ElectronJS)
Tech: Computer Vision, Machine Learning, Game Design, Scrum Methodology, Prototyping
Product: Needfinding, Product Roadmap, Market Research, User Communication, Experimentation