Ryan Milkovits

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Education:

UC San Diego
GPA: **3.5 (3.7 Major GPA)**

Bachelor of Science, Computer Science
Expected Graduation Date: June 2017

Coursework:

- Programming Languages, Computer Architecture, Operating systems
- C/C++, Assembly, Java for both software and Android applications
- Advanced Data Structures, Algorithms, Software Lab, Software Development
- Graduate level Theory of Computation
- Calculus, Discrete Mathematics for CS, Statistics, Linear Algebra

Skills/Qualifications:

- Java, C, C++, Python, HTML, CSS/Sass, JavaScript, OCaml, Haskell, Scala, Assembly, XML, Ruby, SQL
- Linux/Windows OS, BASH shell, Firebase, Eclipse, Sublime, Jenkins, TravisCI, Android Studio, VMware, Git/GitHub/Bitbucket, GIMP, Ruby on Rails, Google Cloud Platform, Amazon Web Services, and Heroku
- Strong problem-solving ability developed through design, execution, and analysis of technical projects
- Industry experience using both Agile software development methodology and DevOps
- Leadership and operational experience honed as Head Tutor of three CSE classes

Professional Experience:

Undergraduate, Supercomputer Center, San Diego, CA   3/2016 – 6/2016

- Created the streaming data architecture for environmental, drone, and Twitter data coming into WIFIRE, a rapid wildfire prediction model, under the direction of Ilkay Altintas.
- Built new Kepler workflows for streaming data analytics using the WIFIRE architecture and the Spark MLlib machine learning library.

Head Tutor, Software Engineering, University of California San Diego, CA   3/2016 – 6/2016

- Created and updated weekly technology labs which give many students their first interaction with continuous integration, virtual machines, Docker containers, Kubernetes, Firebase, and the Android Framework.
- Maintained course website using HTML, CSS, and JavaScript and remotely managed server hosting course files

Tutor, Data Structures and Object Oriented Design, University of California San Diego, CA   1/2016 – 6/2016

- Debugged student code in Java, C++, and C. Helped students resolve errors within their assignments.
- Graded exams and assignments, providing feedback on style, accuracy, and logic of student programs.

Software Integration Intern, Science Applications International Corporation (SAIC), San Diego, CA   6/2015 - 9/2015

- Using the Ruby on Rails framework, developed an internal CRM Tool to optimize proposal-tracking process for government contracts with a small intern team (2 others) corresponding with project manager in Alabama.
- Managed CentOS server remotely, set up continuous integration with Jenkins and GitLab.
- Authored a white-paper which includes functional requirements, user stories, test cases, and a scorecard for the evaluation of 3 Platform as a Service (PaaS) options.

System Architect, Team AWSM for CSE 110, San Diego, CA   3/2015 - 6/2015

- Designed system architecture for the *Punctual* Android application, currently available on the Google Play Store.
- Created and edited documentation in the form of use cases, user stories, system requirements, screen sequence diagrams, and GitHub wiki documentation using the Agile methodology.

Lab Technician Intern, D&K Engineering, San Diego, CA   6/2013 - 9/2013

- Conducted extensive life testing on Memjet industrial wide format printers, ultimately leading to a change in default printhead TPS (Thermal Pulse-Width Setting) and 20% increase in printhead life.