

# Ryan Nelson

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As a third year Computer Science student at the University of California, Santa Cruz, I am passionate about computer science and I am excited to further my career as a Software Engineering intern. I feel that my skills and hard-working attitude would allow me to thrive at any endeavor I pursue.

## Relevant Skills

Python, JavaScript, Java, C#, C, C++, Kotlin, Swift, React Native, CSS, HTML  
React, Node.js, Express.js, PostgreSQL, WebGL, Three.js, Pandas, NumPy, Django, Unity Engine  
Hard-working, Passionate, Energetic, Positive, Cooperative

## Relevant Projects

- Neural Network/Generational Mutator and Trainer (Python)
- Developed my own working neural network model in Python
  - Created a system in which neural networks will undergo generations of training and mutations
  - Built a simple racetrack minigame in PyGame to test this training
- Rank-Choice Voting Calculator (Python)
- Developed a program that calculates the winner of a rank-choice voting election
- Website Development
- Taken both an online Harvard website development class and an in-person UCSC class
  - Personal website is in development with plans to publish before Summer 2023
- Unity 3D Engine Projects
- Developed multiple game ranging from proof-of-concept mechanics to published works
- YouTube Channel Development
- Built up a channel with over 3000 subscribers, 1.8 million views, and a passionate fanbase

## Relevant Coursework

Full Stack Web Development | Mobile Applications | Machine Learning | Computer Graphics  
Compiler Design | Computer Architecture | Concurrent and Parallel Programming  
Computer Systems | Data Structures and Algorithms | Analysis of Algorithms

## Work Experience

- AquaSurf School: Camp Counselor - Manhattan Beach, CA (June 2022 - August 2022)
- Coached kids ages 7-13 on their surfing abilities
  - Operated within a productive team to manage the daily operations of camp
  - Cultivated a positive and fun atmosphere
- UCSC CSE Department: Reader for CSE 103 - remote (April 2022 - June 2022)
- Conducted the grading of student weekly homework submissions
- internalDrive Tech: Online Private Instructor - remote (May 2021 - September 2021)
- Tutored students ages 8-15 on computer science subjects
  - Prepared online one-on-one lesson materials for students to learn
  - Taught Python programming, Unity/C# development, and Minecraft game design

## Education

University of California, Santa Cruz (2020-2024)  
Major: Computer Science (B.S.)  
Overall GPA: 3.89  
Dean's Honors: 7 Quarters

## Sports and Activities

UCSC Ultimate Frisbee | UCSC Rock Climbing | Surfing | Running | Volleyball | Snowboarding