

Ryan Park

Mobile: 972-400-5755 | parkryan2004@gmail.com

Education

Cornell University, College of Arts and Sciences

Ithaca, NY

Bachelor of Arts in Computer Science

Expected December 2025

- **Coursework:** *Introduction to Python, Object-Oriented Programming and Data Structures, Discrete Structures, Data Structures and Functional Programming, Introduction to iOS Development, Introduction to Analysis of Algorithms, Introduction to Machine Learning, Introduction to Backend Development*

Leadership Experience

Cornell University Biomedical Device

Ithaca, NY

Finance Lead

Oct. 2022 - Present

- Spearhead budget operations and direct annual finance spreadsheets to secure over \$7.5k from Cornell University
- Increase funding by more than 4x through leading restaurant collaborations and organizing Krispy Kreme fundraisers
- Obtained sponsorships from Google and Sanrai Int. by creating Excel spreadsheets with 500+ healthcare companies

Association of Computer Science Undergraduates

Ithaca, NY

Corporate Officer

Jan. 2023 - Present

- Collaborate with technology firms, such as Jane Street and Deloitte, to lead in-person career fairs for 1000+ students
- Coordinate with 6 ASCU officers to host undergraduate information and guest speaker events for student networking
- Facilitate Cornell research professor panels for 300+ students to enhance undergraduate research opportunities

Global Research and Consulting Group

Ithaca, NY

Vice President of Recruitment

Aug. 2023 - Present

- Optimize information systems for 2+ non-profit organizations using Excel and Tableau to improve comprehensibility
- Direct information sessions and recruiting events for over 100 applicants across 5+ events to boost club visibility
- Analyze Reading In Motion's nonprofit data to offer strategic consulting advice to promote better resource allocation

Projects

Spotify Songify | *Python, PyTorch, Pandas, Scikit-Learn, Matplotlib, Seaborn*

June 2024 - Present

- Engineering a music recommendation system using PyTorch for deep learning and Spotify API for data acquisition
- Developing data processing and analysis pipelines with Pandas and Scikit-learn to data scrape over 10,000 songs
- Enhancing data insights with interactive visualizations created using Matplotlib and Seaborn to boost user clarity

Cornell Monopoly | *OCaml, Visual Studio Code, Git*

Aug. 2023 - Dec. 2023

- Developed a Cornell-themed monopoly game within the MacOS terminal using OCaml and Visual Studio Code
- Implemented random number generation, colorful UI board graphics, property functions, and black-box testing suite
- Contributed to a combined Git repository of over 1200 lines of code with a team of 2 collaborators and 1 peer mentor

Studious | *Swift, XCode*

Aug. 2023 - Dec. 2023

- Created an iOS application to display active study group sessions across Cornell University using Swift and XCode
- Designed 2 navigation screens, scrollable views, and network integration with backend API through data scraping
- Partnered with 2 backend developers and 1 design developer using Figma to create an open source GitHub repository

McDiver Sewer Navigator | *Java, IntelliJ*

Apr. 2023 - May 2023

- Produced a sewer diver navigation game using Dijkstra's shortest path algorithm using Java with a 95% success rate
- Increased the efficiency of GUI threads and animation utilizing concurrency methods and synchronization primitives
- Created multiple game phases utilizing Manhattan distances, breadth-first search, and depth-first search algorithms

Skills

Languages: Python, Java, OCaml, Swift, SQL

Libraries: Pandas, Pytorch, Matplotlib, NumPy, Scikit-learn

Developer Tools: VS Code, XCode, Jupyter Notebook, Microsoft Powerpoint, Microsoft Excel, IntelliJ, Github

Interests: Cooking, Baking, Bass Guitar, Cello, Drums, Guitar, Volleyball, Tennis, Basketball, Traveling