Ryan Ro
Software Developer

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🎓 EDUCATION

2015-2020 Class of '19 + PEY	**University of Toronto, HBSc, Canada** *Computer Science Specialist* Relevant Courses : Algorithm Design & Analysis · Data Structures & Analysis · Introduction to Machine Learning · Introduction to Image Understanding · Introduction to Artificial Intelligence · The Business of Software · Engineering Large Software Systems · Programming on the Web · Introduction to Databases · The Design of Interactive Computational Media · Operating Systems

💼 EXPERIENCE

September - December 2019	**Teaching Assistant for Programming on the Web, UNIVERSITY OF TORONTO, Canada** ❯ Taught in-depth and hands-on tutorials on topics such as React and JavaScript ❯ Guided course web application projects which involved front-end, back-end, and deployment ❯ Graded/invigilated assessments for the third-year course `Express.js` `JavaScript` `MongoDB` `React` `Visual Studio Code`
August 2018 - August 2019	**Full-Stack Developer, VENNGAGE, INC., Canada** ❯ Completely rewrote and optimized the second most used widget of the WYSIWIG editor ❯ Implemented automatic branding of templates based on logo and brand colours ❯ Created rule-based automatic generation of custom designs based on user inputted text experience `CodeIgniter` `Draft.js` `JavaScript` `JQuery` `Laravel` `PHP` `React` `SQL` `TablePlus` `TypeScript` `Visual Studio Code`
May - August 2016	**Undergraduate Researcher, UNIVERSITY OF TORONTO, Canada** ❯ Designed and implemented an educational video game using the Unity game engine ❯ Conducted research on the correlation of educational retainment and video game enjoyment `C#` `Unity`

💻 PROJECTS

PORTFOLIO JULY 2020

⬡ ryanro97/portfolio
A server-side rendered, lightweight, minimalist, and responsive portfolio website template.
`JavaScript` `Next.js` `React` `styled-components` `Vercel`

TRY STUDIO SEPTEMBER - DECEMBER 2019

A proof of concept application for SOCAN subsidiary Dataclef, to make music licensing for small businesses simple and easy. Included customer value proposition, financial analysis, and business plan.
`Firebase` `GitHub Pages` `Heroku` `JavaScript` `Material-UI` `Spotify API` `Visual Studio Code`

PLAYER DETECTOR SETEMBER - DECEMBER 2019

⬡ ryanro97/player-detector
Frame by frame player detection with horizontal flip data augmentation using PyTorch's Faster R-CNN model with a ResNet-50-FPN Backbone.
`Google Colab` `Jupyter Notebook` `NumPy` `OpenCV` `Python` `PyTorch`

☰ SKILLS

Programming Languages	Bash · **C** · C# · HTML5/CSS3 · **Java** · **JavaScript** · PHP · **Python** · **SQL** · TypeScript · Verilog
Frameworks/Libraries	CodeIgniter · **Express.js** · Gatsby.js · Laravel · LaTeX · Material-UI · Next.js · NumPy · OpenCV · PyTorch · **React** · React Native · **Redux** · scikit-learn · **styled-components**
Databases	Firebase · MongoDB · MySQL · PostgreSQL
Development Tools	Docker · Docker Compose · Google Colab · **Git** · GitHub Pages · Heroku · Jupyter Notebook · Netlify · TablePlus · Unity · Vercel · **Visual Studio Code**
Operating Systems	MacOS · Windows 10 · Debian 10
Other	ArcMap · Spotify API · **Stripe** · Unsplash API
Spoken Languages	English · French · Korean