

RYAN S. NIU

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EDUCATION

B.S. in Computer Engineering <ul style="list-style-type: none">• Dean's Honors since Fall 2019• College of Engineering Honors since Fall 2020• Relevant Coursework: Problem Solving with Computers I & II, Object Oriented Design, Foundations of Computer Science, Automata and Formal Languages, Probability and Statistics	University of California, Santa Barbara	Expected June 2023 GPA: 3.81/4.00
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SKILLS

Languages: C/C++, Java, C#, Python, HTML, CSS, JavaScript

Technologies: React.js, Android, Linux, Vim, Git, Unity, Visual Studio, Google Cloud, Firebase, Alexa Skills Kit

EXPERIENCE

Hackathon Organizer <ul style="list-style-type: none">• Participating in weekly meetings to discuss and plan out the 350+ person event.• Corresponding with many tech companies and startups to gain sponsorships and fund the hackathon.• Assisting with the logistics of moving the hackathon from an in-person event to a virtual one.	SB Hacks VII	March 2020 – Present
Outreach Officer <ul style="list-style-type: none">• Connected the club with the games industry by reaching out and hosting online Q&A sessions with experienced developers.• Organized and participated in the club's annual 20+ person game jam, which helped introduce new members to the club.• Preparing the ongoing club schedule for the Fall quarter and working out the logistics of virtual club meetings and events.	UCSB Game Development Club	March 2020 – Present
Student Tutor <ul style="list-style-type: none">• Assisted AP Computer Science A teachers by grading papers and answering student questions relating to the material.• Tutored a class of 30+ high school students in a Linux-based computer environment lab in preparation for the AP test.• Debugged students' complex Java programs while maintaining a "hands-off the keyboard" approach.	Monta Vista High School	Aug 2018 – Jun 2019

HONORS & AWARDS

Platinum Division <ul style="list-style-type: none">• Achieved the highest rank, Platinum, alongside 120 competitors out of 500+ in the 2017 US Open contest.• Studied and utilized valuable computer science concepts such as grid-search algorithms (e.g. breadth-first and depth-first search), graph theory (e.g. Dijkstra, Bellman-Ford, Floyd-Warshall, Prim's Algorithm, Kruskal's Algorithm), and dynamic programming (e.g. Knapsack).	USA Computing Olympiad (USACO)	Nov 2013 – Mar 2017
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PROJECTS

VoiceOrder (<i>Awarded Best Alexa Skill</i>) <ul style="list-style-type: none">• Built an automated intercom system designed to replace costly drive-thru services, saving businesses thousands of dollars.• Streamlined the ordering process by leveraging the Alexa Skills Kit and AWS Lambda to run a serverless feedback loop.• Trained a natural language processing machine learning model to extract user intent using the Google Cloud AutoML NLP API.• Developed a frontend React.js application to display orders from a Firebase database in real-time.	SB Hacks VI	Jan 2020
BlueSpot <ul style="list-style-type: none">• Constructed an AR message board visualizer app designed for posting and sharing location-specific messages with others.• Worked with Unity's built-in AR foundation package to build an Android app with augmented reality capabilities.• Utilized the MapBox API and Firebase API to obtain and store user message contents and geolocation data.• Designed the app's UI interface and modeled interactable 3D objects to enhance user experience, allowing users to place their messages as "blue spots" onto surfaces through the app which can be expanded and read by other users.	TreeHacks 2020	Feb 2020
Primes and Dragons <ul style="list-style-type: none">• Developing a unique mathematical puzzle RPG for PC and Android using Unity and C#.• Implemented a custom serialization system that can save and restore player and enemy states at any point in the game.	Ongoing Project	Aug 2019 – Present
Touhou DX (<i>Awarded Best Game</i>) <ul style="list-style-type: none">• Created a calculus-themed top-down shooter game where players must defeat enemies on a cartesian plane.• Coded the game from scratch in only Java with gameplay loops, graphics, audio, and 2D-collision detecting in 24 hours.• Invented a way to draw and resize equation lines onto the screen in real-time to act as an obstacle after porting the game over to Unity. This tool can correctly graph rectangular, parametric, polar, and discontinuous functions like a graphing calculator.• Led a 4-person team by holding collaborative discussions and delegating tasks within Agile sprints.	CodeDay Bay Area @ Horizons, SF	Feb 2018