Ryan Davis

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Objective Looking for an internship that will take advantage of my programming abilities, help me to grow as a software developer, and enable me to add value to an interesting company.

Education

Purdue University *Expected Spring 2018*
Bachelor of Science in Computer Science GPA 3.64
Concentrations: Software Engineering, Foundations, Machine Intelligence
Dean's List since Fall 2015
Semester Honors since Spring 2015

Skills

Skilled: Java, PHP
Familiar: C++, SQL, Git
Exposure: Haskell, NodeJS, Ruby, LaTeX

Experience

Salesforce Pardot, Atlanta, GA *May 2016 - Present*
Software Engineer Intern
Converted the background jobs' infrastructure to use a Redis NoSQL caching system.

- Developed a neural network to predict customer deals based on their activity.
- Worked on chat bots that automate production using Lita and Hubot frameworks.
- Learned and adapted quickly to new concepts and technologies.

Havertys Furniture, Atlanta, GA *Summer 2015*
Software Engineer Intern
An Agile-based internship focused on exposure to software development in the real world.

- Wrote the base code to generate all PDF reports.
- Created service programs for large database manipulations.

Teaching Assistant for Data Structures and Algorithms *Fall 2016 - Present*
Helped with weekly review seminars and assisted students during office hours. Course material covers basic proof techniques, asymptotic notation, data structures, and more.

Research

Computational Geometry *C++* *Spring 2016*
Developed programs with Professor Christoph Hoffmann that evaluate and display conic sections based on the manipulation of line and circle formula. Applicable to constructing curves for airplane wings and fuselages.

Projects

Degrees of Separation *Java* *Spring 2016*
Web app that will find a series of musical connections between any two given artists.

- Constructed an efficient algorithm to find short paths of large database graphs.
- The project was developed in an Agile (Scrum) Team environment.

Activities

Purdue Battleship Bot Competition *November 2016*
Won first place in a competition to build a bot which strategically executed moves in the board game Battleship. The algorithm we used is loosely based on computing the probability distribution of the board at each point in the game and acting accordingly.