Ryan Wallman

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EDUCATION

University of Maryland - College Park — **August 2021 – May 2025**

Bachelor of Science in Computer Science — *College Park, MD*

GPA: 3.6; Carillon Communities

Relevant Coursework: Algorithms, Data Structures, Data Science, Object-Oriented Programming, Artificial Intelligence, Machine Learning, Computer and Network Security, Linear Algebra, Calculus, Applied Probability and Statistics

TECHNICAL SKILLS

Programming Languages: Python (Proficient), Java (Proficient), JavaScript (React.js), CSS, SQL, C#, C, R

Hard Skills: Microsoft Office, Google Workspace

EXPERIENCE

Software Engineering Intern — **June 2024 - August 2024**

MarketAxess — *New York, NY*

- Implemented RESTful API endpoints to fetch/send data through a topic/parameter-specific RPC using Sonic
- Integrated SQL stored procedures to join, retrieve, and display essential information using AG-Grid
- Collaborated with cross-functional teams to deliver product proposals capable of generating $20M+ in revenue

Data Engineering Intern — **June 2023 - August 2023**

Cyber 2.0 — *Tel Aviv, Israel*

- Developed an application to compress specific data fields from SQL tables at varying intervals using threads in Python
- Built a script to merge a conditional number of databases, avoiding duplicates, using C# and SQL
- Enhanced prompt engineering skills by engaging in a range of assigned tasks

Computer Technician Intern — **January 2023**

Titan Technologies — *Freehold, NJ*

- Assisted clients with software and hardware requests using RMM software and KVM switches respectively
- Initiated the switch to an updated server system for a client by upgrading hardware and eliminating unnecessary data
- Communicated with Senior Technicians to execute assigned tasks to the highest degree

ACTIVITIES

Coaches Video Intern — **January 2023 - June 2024**

Maryland Athletics — *College Park, MD*

- Operated equipment to produce film for coaches and players to review in preparation for practices and games
- Assisted coaches and staff with various technological and administrative tasks

Peer Mentor — **August 2022 - December 2022**

Carillon Communities — *College Park, MD*

- Encouraged students to apply modes of design thinking when solving problems in and out of class
- Introduced a welcoming environment for first-year students to transition into the University of Maryland smoothly

PROJECTS

Prediction Algorithm for NFL's Super Bowl Winner | *R, Excel*

- Analyzed over 20,000 cells of data involving multiple statistics over 20+ years provided by reliable NFL statistic databases
- Developed an algorithm to predict which NFL teams are most likely to win the Super Bowl based on the statistics found
- Parsed statistics and used ggplots to visualize data and draw conclusions through the prediction algorithm

Inheritance-Based Restaurant Transaction Program | *Java*

- Utilized inheritance, data structures, and objects to create efficient software that tracks inventory and funds of a restaurant
- Accounted for, and kept track of, a potentially infinite number of objects coming in and out of the restaurant
- Created a custom data structure based on a Hashtable in order to track objects most efficiently

Pacman Game Modification | *Python, Excel*

- Implemented informed and uninformed search algorithms such as BFS, DFS, Dijkstra's, and A* to find the optimal solution
- Defined and updated functions to allow Pacman to make irregular moves (ie. diagonal)
- Visualized custom game mazes and solutions through a provided GUI