

Ryan Lazzareschi

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OBJECTIVE

Highly motivated computer science graduate from UC Davis seeking a new grad software developer role at a company where I can use my skills in full stack software development, visualization, and machine learning to help impact people around the globe.

EDUCATION

Bachelor of Science, Computer Science

University of California, Davis

- Graduation with Honors
- Dean's Honors List

June, 2021

Davis, CA

GPA: 3.96

Relevant Courses

Object Oriented Programming

Data Structures

Algorithm Design and Analysis

Computer Architecture

Web Programming

Data Visualization

Artificial Intelligence

Machine Learning

Applied Data Science

PROJECTS

Digital Dialects NFT Collection

September 2021 - November 2021

- Programmed a Node.js script that generated over 7500 art pieces (NFTs) from a dataset of words and their translations.
- Utilized Python and Selenium to web scrape the OpenSea NFT platform and automate uploading NFTs.
- Created a website using a Node.js/Express Backend and React Frontend to market the project.
- Deployed website via Heroku and managed DNS servers and SSL certificates with Cloudflare.

Uber Visualization

October 2020 - December 2020

- Collaborated with 4 group members to produce an interactive website that visualizes over 18 million Uber pickups in New York City with the goal of finding the best hotspots for drivers.
- Implemented a simple Node.js/Express backend.
- Utilized MapboxGL for an animated heatmap of New York and D3.js for bar graphs with user-specified locations.

Smart Stock

October 2020 - December 2020

- Collaborated with 10 group members to implement a machine learning algorithm and website to predict the future prices of 100 NASDAQ stocks.
- Brainstormed various stock features from company quarterly reports to test with Neural Network built from Tensorflow.
- Oversaw full stack software development and continuity between frontend and backend.
- Assembled a Node.js/Express backend that fetches stock data from an AWS MySQL database.
- Constructed a React frontend to deliver an interactive UI featuring stock and prediction graphs built with D3.js.

Graphics Algorithms with OpenGL

September 2020 - December 2020

- Programmed a C++ application that features several fundamental computer graphics algorithms with OpenGL.
- Implemented an arcball camera to interact with 3D .obj objects.
- Programmed Phong Lighting, Gouraud Shading, Painter's Algorithm, and Half-Toning.

Sorting Algorithms Visualizer

June 2019 - June 2019

- Visualized various sorting algorithms in a C++ application.
- Implemented selection sort, bubble sort, insertion sort, merge sort, and quick sort.
- Built GUI Window and graphics with the SFML Library.

EXPERIENCE

CS4K Instructor

January 2020 - June 2020

Computer Science for Kids, UC Davis

Davis, CA

- Introduced elementary students to computer science using Scratch to build simple games.
- Designed kid-friendly curriculum covering basic computer science topics including variables, conditionals, loops, etc.
- Facilitated curiosity and collaboration between students.

SKILLS

- **Languages:** C++, Javascript, HTML/CSS, Python
- **Technologies:** Node.js/Express, D3.js, SQL, React, Scikit-learn, TensorFlow