Ryan Baxter

+1 (231) 420-7967 | rybaxter@umich.edu | linkedin.com/in/ryan-baxter-028a8a227 | github.com/ryanbaxter99

EDUCATION

University of Michigan   Ann Arbor, MI
Computer Science (B.S)   *August 2020 – May 2023*
- **GPA**: 3.65/4.0

EXPERIENCE

Software Engineer Intern   January 2022 – Present
nCino Inc.   *Wilmington, NC*
- Used Salesforce Lightning Web Components to develop statistic analysis tools for corporate banking loans and income statements.
- Improved the UX design of the Salesforce spreadsheet platform used in financial credit analysis.
- Used Google's Angular framework to maintain and upgrade existing company software packages.

Developer & UX Designer   August 2022 – Present
Michigan Engineering Digital Water Lab   *Ann Arbor, MI*
- Work with community stakeholders to understand how users interact with data and relevant tools, such as dashboards, to provide scalable management resources and solutions for the Huron River Watershed.
- Conduct research on data visualization and app building libraries and develop thorough prototypes.
- Execute a dashboard redesign using Python and Plotly to query databases and pull data into live, interactive visualizations.

Private Tutor   January 2021 – July 2022
University of Michigan EECS 183 and EECS 280   *Ann Arbor, MI*
- Provide a clear understanding of core concepts related to EECS 183 and EECS 280.
- Provide feedback and instruction on misunderstood material.
- Host weekly sessions with students teaching object-oriented programming principles.

Adventure Tour Guide   December 2018 – March 2021
Boyne Highlands Resort   *Harbor Springs, MI*
- Exceeded quantitative metrics on customer satisfaction, customer retention, and inquiry volume.
- Trained new staff on best practices and provided routine feedback to junior staff to improve customer satisfaction.
- Performed daily safety inspections, catalog equipment status and condition for customer and employee safety.

PROJECTS

Fast Euclidean Minimum Spanning Tree Algorithm | *C++*   December 2021
- Developed a grid-based linear partitioning algorithm to compute the MST for uniform-distributed points in a plane.
- Implemented a branch and bound algorithm to compute an optimal solution to the Traveling Salesman Problem.

File Log Manager | *C++*   November 2021
- Developed an application to organize log files using timestamp, keyword, and category queries.
- Implemented an interactive program using C++ STL hash maps to efficiently retrieve query responses.

Website | *HTML, JavaScript, Python*   September 2021
- Developed a podcast website for a client using HTML, JavaScript and Python.
- Implemented different features including playable YouTube iframe videos, form submission feature and HTML events attributes.

Content Aware Seam-Carving Algorithm | *C++, Python*   January 2021
- Designed an algorithm using C++ to resize an image without cropping or distorting the image.
- Implemented a dynamic programming algorithm to delete vertical seams of pixels based on RGB intensity.

TECHNICAL SKILLS

Languages: C++, Python, Angular, Apex, JavaScript, HTML/CSS, MATLAB, LATEX, SQL
Developer Tools: Git, VS Code, Vim, Visual Studio, Salesforce