Ryan Zheng

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EDUCATION

University of California, Los Angeles

Los Angeles, CA

Bachelor of Science in Physics

Sep. 2024 - June 2028

EXPERIENCE

Generative AI Technical Advisor

January 2025 – Present

Scale AI

San Francisco, CA

• Contribute training data to state-of-the-art language models to improve STEM reasoning.

Research Assistant

June 2022 – July 2022

University of Texas at Austin

Austin, TX

- Collaborated on a research study of the conterminous United States' travel patterns during the Covid-19 pandemic based on origin-destination data.
- Created lightweight and robust data aggregation tool using Java to process and reformat large datasets of national travel data, given a specified date range.
- Coauthor on research paper accepted to COTA International Conference of Transportation Professionals and CICTP2024 Conference Proceeding.

PROJECTS

Amador Valley Hovergames Team | Adafruit Blinka, PX4 QGroundControl

Nov. 2022 - Mar. 2023

- Served as software lead on a project submitted to 2023 NXP Hovergames Competition.
- Used exclusive drone and sensor hardware received from NXP Semiconductors to develop a quadcopter to improve soil arability, by taking soil samples and distributing fertilizer as needed.

Clocked In (Ludum Dare 56 Game Jam) | Godot, GDScript, Photoshop, Garageband

Oct. 2024

- Served as project lead and lead programmer for a student developer team on a 72-hour game jam, hosted by UCLA ACM Studio.
- Received favorable category ratings, as high as top 6% in the nation.
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin

AWARDS

USA Physics Olympiad Qualifier	2023
President's Volunteer Service Award Gold	2023
Scholastic Art & Writing Awards Silver Key	2023
Woody Herman Jazz Award	2024

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, HTML/CSS, R

Frameworks: PyTorch, React, Jekyll

Developer Tools: Git, VS Code, XCode, Jupyter, Godot