

# Ryan Chapman

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## EDUCATION

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**University of California, Berkeley** | Electrical Engineering and Computer Science May 2017  
**UC GPA** 3.91  
**Honors** Regents' and Chancellor's Scholar Finalist (Top 1% of applicants to UC Berkeley)  
Tau Beta Pi Engineering Honor Society Member (Top 1/8<sup>th</sup> of engineering school)  
Kairos Society Fellow (1 of 25 active fellows in the UC Berkeley Chapter)  
**Coursework** Artificial Intelligence, Machine Learning, Deep Learning, Database Systems, Computer Security,  
Efficient Algorithms and Intractable Problems, Discrete Math and Probability Theory, Data Structures

## WORK EXPERIENCE

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**Apple Inc.** | Machine Learning Engineer Intern May 2016 – Aug 2016

- Developed machine learning algorithms and architecture for the iOS Keyboard Team
- Wrote a research paper and presented my project to the VP of iOS Software Engineering and his direct reports

**Apple Inc.** | Software Engineering Intern May 2015 – Aug 2015

- Implemented a top level feature for the iOS Keyboard that significantly improves human to human communication
- Contributed to the existing UIKit, TextInput, and Third-party keyboard frameworks

**TouchFreight** | Co-Founder and Co-Lead Software Engineer Sept 2014 – May 2015

- Oversaw the architecture, design, and execution of a full stack iOS application and its accompanying web portal
- Winner of the 2015 University Mobile Challenge, an annual global competition held in Barcelona, Spain with 130 of the world's best college startup teams competing (See demo at [goo.gl/8w3sPT](http://goo.gl/8w3sPT))

**App Soto Inc.** | Mobile Application Development Intern May 2014 – Aug 2014

- Contributed 4000+ lines of code toward the development of 2 mobile apps, Belike and Spritzr, that are in the App Store
- Selected to learn and develop in Swift with Apple's beta version of Xcode and teach the team

## LEADERSHIP EXPERIENCE

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**Dorm Room Fund** | Managing Partner Aug 2015 – Present

- Manage a \$500,000 student-run VC fund and invest increments of \$20,000 into student-run startups in the Bay Area
- Lead a team of 9 people and responsible for sourcing deal flow, evaluating startups, and running weekly pitch meetings

**Startup at Berkeley** | Event Organizer Apr 2015 – Dec 2015

- Planned an entrepreneurial event starring the CEO of Uber, Travis Kalanick, and managed 25 volunteers and 6 presenters
- Co-led an event with 7 Cal founders including the founders of Sun Microsystems, Siri, Twitch, and Oculus VR

**UC Berkeley** | Teaching Assistant, Entrepreneurship Challenge Lab Jan 2015 – May 2015

- Led class discussions about entrepreneurship and provided critical feedback to startup teams in office hours

## SOFTWARE PROJECTS

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**Multi-Layer Neural Network** Oct 2016 – Nov 2016

- Implemented a 3-layer neural network that classifies handwritten digits with 98% accuracy using raw pixels as features
- Derived the stochastic gradient descent backpropagation updates for the network's weight parameters

**Pacman Artificial Intelligence Agent** Aug 2015 – Dec 2015

- Wrote multiple AI agents that enable pacman to explore the search space, avoid ghosts, and obtain a high score
- Used CSPs, multiagent minimax, classification techniques, probabilistic inference, and reinforcement learning

**Jumping Cubes Board Game** Oct 2014 – Nov 2014

- Developed a strategic two player board game with accompanying GUI in Java
- Created an artificial intelligence that uses a minimax decision making strategy with alpha-beta pruning

## TECHNICAL STRENGTHS

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**Computer Languages** Python, Java, Swift, C, Objective-C, JavaScript, HTML/CSS, Matlab  
**Tools & Frameworks** Scikit-learn, Numpy, OpenMP, Apache Spark, Logisim, Built.io, Titanium, Xcode, Git