Ryan Kuhl, M.S.

Coral Gables, FL
Contact@Kuhl.dev • www.kuhl.dev • linkedin.com/in/kuhl
Github.com/ProfKuhl

Personal

Current Academic Rank: Lecturer

Primary Department: Computer Science

Higher Education

Institutional

Georgia Institute of Technology **Atlanta, GA**
Master of Science in Computer Science *2020–2024*
Interactive Intelligence Specialization

Florida State University **Tallahassee, FL**
Bachelor of Science in Computer Science *2009–2014*
Applied Mathematics Minor

Experience

Academic

University of Miami **Coral Gables, FL**
Lecturer (Associate Faculty) *01/2025–Present*

Non-Academic

Mayo Clinic Platform **Remote**
Principal Platform Engineer *03/2025–Present*

- Architecting a global platform to train AI models on multi-institutional clinical data while ensuring patient privacy.
- Directing the replacement of the legacy *Cohort Visualizer* tool to enable faster, decentralized cohort identification.
- Managing secure data environments with access to 13.6M patient records and 3.9B medical images.
- Leading technical stakeholder collaboration with NVIDIA to define development requirements for clinical federated learning tools.

Tatari **Remote**
Senior Machine Learning Engineer *11/2018–02/2025*

- Led cross-functional system development using Multi-Armed Bandit (MAB) optimization for media networks.
- Mentored mid-level and senior engineers in distributed systems and microservice architecture.

TrueCar **Santa Monica, CA**
Software Engineer 3 *08/2015–11/2018*

Florida Dept. of Economic Opportunity **Tallahassee, FL**
Architect & Engineering Lead *09/2014–06/2015*

Publications

Other works, publications and abstracts

Professional

Professional and Honorary Organizations 2025: Technical Lead, NVIDIA NVFlare Clinical Engineering Stakeholder Group.

Other Professional Activities 2022: **Presenter**, PyCon US 2022; "GraphQL: The Devil's API," Salt Lake City, UT.

2019: **Engineering Lead**, Techstars Startup Weekend; Los Angeles, CA.

Teaching

Course Instruction & Development

- **CSC115 (Python Programming for Everyone):** Designed and authored the complete introductory programming curriculum for 37 students in Spring 2026, structuring curriculum and assessment specifically to align with Bloom's taxonomy of learning. Leveraged Jupyter Notebooks as the primary educational environment, implementing quick-feedback mechanisms via local, in-notebook validation and scoring. Scaled assessment by heavily utilizing the Gradescope auto-grader for all lecture and laboratory deliverables. Facilitated student outcomes including basic Python fluency, foundational data structures, and class-based organization applying object-oriented design principles. Achieved strong student evaluations, including a 4.7/5.0 for overall instructor evaluation, 4.8/5.0 for instructor availability and responsiveness, and 4.7/5.0 for stimulating interest in the course.
- **CSC118 (Information Technology and Society):** Developed curriculum tailored for health-science and non-technical majors, teaching 36 students in Fall 2025 and 27 students in Spring 2026. Employed the Socratic method and hands-on learning techniques, integrating digital logic construction via breadboards and personal static website development. Facilitated off-site field visits to university IT infrastructure to bridge theoretical concepts with physical back-end architecture. Earned exceptional student evaluations, with a 5.0/5.0 score for instructor availability and responsiveness, and a 4.9/5.0 for both overall instructor evaluation and stimulating course interest.

Service

Community Activities 2019: Developed SMS-based resource locators for underserved populations (Techstars Third Place Award).