

Bryan Flores

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EDUCATION

University of California, Berkeley

Fall 2020 - Fall 2024

Bachelor of Arts in Computer Science | Bachelor of Arts in Data Science

Relevant Coursework: Structure & Interpretation of Computer Programs, Data Structures & Algorithms, Computer Architecture, Discrete Math and Probability, Introduction to Software Engineering, Principles and Techniques of Data Science, Efficient Algorithms and Intractable Problems, Computer Security, Web Development, User Interface Design and Development, Introduction to Artificial Intelligence, Optimization Models in Engineering, Linear Programming and Network Flows, Probability and Risk Analysis for Engineers, Introduction to Machine Learning, Natural Language Processing, Data Visualization, Linux System Administration

EXPERIENCE

Software Development Engineer (SDE) Intern

May 2024 - August 2024

Amazon

Seattle, WA

- Designed & implemented a **GenerativeAI-based** integration assistant for client developers to integrate our API with their ecommerce system leveraging **AWS Lambda** and **Amazon Bedrock**.
- Utilized various **prompt engineering techniques** and **retrieval-augmented generation (RAG)** to help reduce hallucinations and increase accuracy

Academic Intern (CS 10 - The Beauty and Joy of Computing)

Jan 2023 - Jan 2024

University of California, Berkeley

Berkeley, CA

- Taught 100+ students, with no prior coding experience, fundamental CS concepts in Python, including recursion, abstraction, OOP, and efficiency analysis.

PROJECTS

Secure File Sharing System

- Designed and implemented a robust and secure file-sharing client application in Golang, ensuring data privacy and preventing tampering by utilizing cryptographic primitives.
- The client provided users with features such as authentication, file saving, loading, overwriting, appending, sharing, and revoking access.

Version Control System

- Designed and created a version control system from scratch in Java mimicking some of the basic features of the popular system Git.
- Implemented features such as init, add, commit, rm, log, find, status, checkout, branch, merge, and much more, honing my skills in creating user-friendly software tools and managing intricate data structures.

TECHNICAL SKILLS

Languages: Python, Java, C, Golang, Ruby, SQL, Javascript, HTML, CSS

Other: Git, Matplotlib, Bootstrap, Seaborn, Numpy, SIMD, Pandas, RISC-V, Ruby on Rails, React, jQuery, Node.js, Express.js, MongoDB, Postgres, Heroku, Figma, AMPL

