

Ryon Peddapalli

ryon.peddapalli@gmail.com | quantiset.github.io | github.com/quantiset

EDUCATION

Clemson University

GPA: 3.8

Bachelor of Science in Computer Science / Math, Honors College

2023 – 2027

- Secretary of Clemson ACM Chapter
- Participant in CUHackIt, Math Club, Academic Team, Fencing Club

EXPERIENCE

Lead Developer

May 2024 – Present

Human Computing - Clemson

Clemson, SC

- Developed a tool using JS/React called Collaboration Station by leading a group of 2 other graduate students
- Utilized AWS tools to handle logging and messages between users, allowing up to 50 concurrent users
- Published the behaviors and interactivity of students using Collaboration Station by using Python to process and interpret data collected during the camp

Senior Teaching Assistant

Jan 2025 – Present

Data Structures & Algorithms

Clemson, SC

- Modified autograders to include a leaderboard metric, allowing 100+ students to compete with their peers to write the most efficient code
- Oversaw 50+ students over 2 lab sections and held weekly office hours

Researcher

Summer 2025

REU - UNC Greensboro @ GraLNA

Greensboro, NC

- Innovated and constructed a new algorithm to handle many NLP edge node requests concurrently
- Reduced algorithm time from a $O(n^3 \log(n))$ runtime to a $O(n \log^2(n))$ time scheduling allocation for LLM requests, resulting in a polynomial reduction of time taken for prompt scheduling
- Implementation in C++ reduced the time taken to schedule 5000 requests by a factor of 15 over existing methods

PROJECTS

Collaboration Station | React, JavaScript, AWS

Summer 2024

- Developed a virtual IDE in React where multiple users can simultaneously edit code using drag-and-drop blocks such that it syncs in real-time
- Utilized AWS services to conduct camps of up to 40 students at a time

Bayestar Visualization | GDScript, GLSL

Fall 2025

- Visualized the Bayestar black hole merger detection software onto a realistic model of Earth, allowing users to visualize the probability map at any point on Earth
- Complete with a shader-simulated atmosphere and realistic solar system mapping

CERTIFICATIONS AND AWARDS

ICPC Nationals

Summer 2024

- Advanced to the nationals of the International Collegiate Programming Contest

NASA Space Apps - Most Inspiring

Fall 2025

- Developed a visualizer for meteors impacting Earth and their resulting seismic waves using NASA datasets and mathematical models

CUHackIt - Most Creative

Spring 2024

- Developed a game in Godot that allows players to play various minigames using only their phones to control a player on a T.V.

TECHNICAL SKILLS

Languages: Python • Rust • C++ • JavaScript • GLSL • GDScript

Frameworks & Libraries: Python Dataavis • AWS • Godot / App Dev