

# Ryon Peddapalli

[ryon.peddapalli@gmail.com](mailto:ryon.peddapalli@gmail.com) | [quantiset.github.io](https://quantiset.github.io) | [github.com/quantiset](https://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 Datavis • AWS • Godot / App Dev