RYAN SETO

647-535-3946 | ryan.seto@mail.utoronto.ca | linkedin.com/in/ryan-shi-an-seto | github.com/RyanS07

EDUCATION

University of Toronto

Toronto, Canada

B.A.Sc in Computer Engineering - 3.6/4.0 cGPA

Expected June 2026

- Pursuing an Artificial Intelligence Minor and Music Technology Certificate to develop AI tools that support musicians
- Awarded the UofT National Book Award in 2021 for ranking top of the class in high school with a 98.3% final average

EXPERIENCE

AMD

$\textbf{Kernel Driver Developer Intern} \mid \textit{C, C++, WinDBG, Firmware}$

May 2024 – Present

Toronto, Canada

- Developing the display abstraction layer of dGPU/APU drivers through kernel level software and firmware, which provides the computer OS an interface to read monitor EDIDs, program the display settings, and send frames to the monitor
- Managing a nightly test system that logs GPU clock registers in order to quantify the power impact of driving the display and catch potential power spikes from new driver changes
- Implementing SST/MST handling for new pixel clock DPCD registers on Realtek chipsets to force frame compression in order to support edge case display modes

ECE Student Research Fellowship | *Docker, Python, Raspberry Pi, C++*

May 2023 – Aug. 2023

University of Toronto

Toronto, Canada

- Provisioned a Raspberry Pi cluster to solve linear systems in parallel by distributing asynchronous jobs across workers in a Docker Swarm through a Redis Pub/Sub pipeline and automated Raspberry Pi configuration with Ansible playbooks
- Programmed and taught a robotics workshop where students learned Fusion 360 to design a line tracking robot controlled by an Arduino, with 89% of students rating the overall experience 9/10 or higher
- Raised over \$3000 of funding from the Chair of the ECE Department for the next year's robotics workshop equipment

Back-End Software Engineering Intern | *Python, FASTAPI, PostgreSQL, GCP Heliolytics*

May 2022 - Aug. 2022

Developed RECTARIA value Richard and FACTARIAN at a constant and value to

Toronto, Canada

- Developed REST APIs using Python and FASTAPI that generated analysis tasks for solar field analysts to generate reports on the wattage, potential faults, and profit of a client's solar farm
- Completed a user authentication middleware that allowed developers to toggle authentication during development, streamlining the development of 10+ back-end APIs by removing the need for admin tokens in each request
- Refactored a legacy script that migrated solar field data from Google Drive into a PostgreSQL database to be concise and modular, as well as added remote functionality using PyDrive2 and Hasura

Software Engineering Intern | *Python, Flask, OpenCV*

May 2019 – Aug. 2019

Heliolytics

Toronto, Canada

- Built a web-based trade show demo that could exchange an infrared selfie for the user's contact information and facilitate networking for the Business Development Team
- Streamed infrared footage from a Flask application to an HTML user interface using OpenCV and multithreading

PROJECTS

Cursive Handwriting Decoder | Python, Pytorch, NumPy

Jan. 2024 – Present

• Designed a deep learning model that filters sequential features out of images of cursive hand writing using a convolutional neural network (CNN) and decodes them into digital text using a long short term memory model (LSTM)

UTMIST: NucleAlse Protein Function Predictor | Python, PyTorch Geometric, BioPython, NumPy

Jul. 2023 – Jan. 2024

- Implemented a graph neural network that introduced structural inductive bias into protein sequence embeddings in order to generate a more rich CLS token and achieve better protein function prediction than state of the art models
- Prepared 250GB of protein graphs by forming contact maps from AlphaFold protein structures and using ProtBERT sequence embeddings as node features

MakeUofT: Music Genre Classifier | *Python, Tensorflow, NumPy*

Feb. 2023 – Mar. 2023

• Trained a convolutional neural network (CNN) to predict the genre of a music sample based on timbre, frequency, and volume analysis to 70% accuracy with background noise