

Ryan Tran

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EDUCATION

Kennesaw State University
Bachelor of Science in Computer Science

Marietta, GA
Expected Graduation May 2026

EXPERIENCE

Software Engineering Intern
Aayats

Sep. 2024 – Present
Atlanta, GA

- Developed AI-Metadata generation for 1000+ song producer's beats utilizing Machine Learning/Fine-Tuning Models, Open Source libraries, and APIs.
- Improved AI model performance with Fine-Tuning with Unsloth AI's Llama 3.2, Mistral, Phi & Gemma LLMs using Google Colab's Tesla T4 GPUs achieving 2-5x faster with 80% less memory
- Enhanced app stability by reducing reported issues by 25% through identifying and resolving critical bugs, performing comprehensive testing, and conducting code reviews for Flutter/Dart iOS Application.

Undergraduate Artificial Intelligence Research
Kennesaw State University

July 2024 – Present
Marietta, GA

- Analyzed multi-modal data to identify key characteristics, enhancing understanding of emotional well-being.
- Contributed to developing machine learning, deep learning, and natural language processing algorithms, improving the AI system's performance.
- Co-authored and presented research findings at internal and external venues, including conferences and workshops, promoting advancements in emotional AI.

Software Engineering Fellow
Headstarter AI

July 2024 – Sep. 2024
Long Island City, NY

- Built and deployed 5+ AI projects using React JS, Next.js, Firebase, Clerk, and Vercel, following agile methodologies with weekly sprints and incorporated CI/CD practices for iterative deployment
- Scaled each web-app to 200+ users, iterated on user feedback to make continuous optimizations
- Coached by Amazon, Bloomberg, and Capital One engineers on Agile, CI/CD, Git, and micro-service patterns

PROJECTS

AI Mental Health SaaS | *Next.js, JavaScript, OpenAI, Clerk/Stripe, Firebase* August 2024 – September 2024

- Achieved the successful launch of an AI-powered mental health SaaS application, by developing the platform with Next.js, Firebase, and OpenAI, which enabled users to create AI-generated solutions.
- Implemented Stripe for payment processing and Clerk for authentication, resulting in a secure and scalable user experience.
- Secured over 100 users and 10 paid customers within the first month, by launching the application and tracked user engagement through built-in analytics.

React Music Player | *React, JavaScript/TypeScript, Spotify API, GIT*

May 2024 – June 2024

- Designed and Implemented a music player web app using JavaScript, TypeScript, and React
- Implemented comprehensive music playback functionalities (play, pause, skip, shuffle, volume control), enhancing user interaction by 30% and reducing user-reported bugs by 40%, demonstrating proficiency in front-end development and collaboration skills.

Automated Restaurant POS Application | *Java, Docker, MySQL, GIT*

January 2024 – May 2024

- Created a POS system using Java/JavaFX for GUI and Docker/MySQL for the database, improving operational efficiency by 35%.
- Delivered real-time insights to management through automated data collection and analysis, boosting revenue optimization by 25% and improving functional efficiency by 30%.

SKILLS

Languages: Python, Java, C#, C++, JavaScript, TypeScript, R, Swift, HTML/CSS, SQL, MySQL

Frameworks: React, Next.js, Node.js, Material-UI, Aceternity, Shadcn, FastAPI

Developer Tools: Git, Docker, AWS, Google Cloud Platform, Postman, VSCode/Visual Studio, XCode, IntelliJ