

Ryan Vuong

909-263-0759 | rvuong2019@g.ucla.edu | ryanvuong.github.io | [LinkedIn](#) | [GitHub](#)

EDUCATION

University of California - Los Angeles

B.S. Computer Science

GPA: 3.76

Los Angeles, CA

Sep. 2019 – June 2023

Relevant Coursework: Operating Systems, Data Structures, Networks, Machine Learning, Algorithms and Complexity, Data Science, Databases, AI, NLP, Programming Languages

EXPERIENCE

Software Development Engineer Intern

June 2022 – September 2022

Amazon Web Services

Seattle, WA

- Optimized full IPv4 scan of the internet, increasing the speed by 800%.
- Analyzed terabytes of IPv4 scans using PySpark with AWS EMR to filter unresponsive IPs.
- Automated big data processing and storage with AWS Glue, S3, and Java to increase IP probing responses by 15%
- Discovered extraneous EC2 instances and removed them, decreasing costs by 60%.

PROJECTS

nEARby | *Dart, Flutter*

Fall 2021

- Developed a full-stack mobile application using Flutter which connects nearby users together using Spotify history
- Implemented location tracking functionality and linked the data to a MongoDB database.
- Connected user profiles from Spotify utilizing the Spotify API; created internal user profiles within the app.
- Wrote 20+ unit tests and integration tests with Flutter.

Toasty | *C#, Git, Unity*

Winter 2022

- Lead a team of 7 new developers to create and publish a game.
- Implemented 2D movement functionality, managed GitHub repository, resolved merge conflicts.
- Utilized object-oriented principles, inheritance, and polymorphism to develop player and enemies.

Nearby Locations | *Python*

Winter 2021

- Developed a CLI application that accepts location coordinates and sends it to a server I set up which utilizes the Google Places API to provide recommendations and details of places close to that location.
- Created server and client with Python's asyncio library to communicate and store user data.

ORGANIZATIONS

Tutorials Chair

March 2021 – Present

Association of Computing Machinery

UCLA

- Create and lead tutorials in Unity and scripting in C#.
- Have lead 6 tutorials with 100+ total participants in the past year.

President

April 2021 – Present

Los Angeles Mentorship Program

UCLA

- Lead, organize, and collaborate with 20+ tutors to volunteer at underprivileged high schools in LA.
- Teach and advise 70+ students across 3 different high schools.

TECHNICAL SKILLS

Languages: Python, C/C++, SQL (Postgres), Java, JavaScript, HTML, CSS, Bash, Lisp, Dart

Technologies/Frameworks: Flutter, JUnit, AWS, Linux

Developer Tools: Git, Docker, VS Code, Visual Studio, GDB

Libraries: pandas, NumPy, PySpark, Matplotlib, PyTorch, sklearn

HONORS & AWARDS

Regents Scholar: Merit scholarship granted to the top 1.5% of UCLA applicants

Upsilon Pi Epsilon: Honor society at UCLA for computer science majors in the top 1/3 of their class.