

Ryan Jiang

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EDUCATION

CUNY Hunter College

August 2021 - May 2025

Bachelor of Arts in Computer Science, Minor in Mathematics

Relevant Coursework

Data Structures and Algorithms, Statistics, Discrete Structures, Web Development, Computer Architecture, Operating Systems, Computer Theory, Deep Learning, Flutter Development, Big Data Technology, Digital Product Development

EXPERIENCE

Unadat - UI/UX Designer Intern

July 2023 - August 2023

- Participated in an Agile Scrum environment, helping align UI design goals with evolving product requirements and team priorities.
- Led a 4-person sub-team to surface unmet user needs and translate them into two new feature concepts focused on enhancing usability.
- Designed a prototype overview page featuring a Financial Wellness Score section, applying the 80/20 rule to distill key insights and support clearer user decisions.
- Resolved 15+ UI/UX tickets during sprints and collaborated across design and development teams to ensure successful deployment of new features in the live product.

Mentee – BASTA G-SWEP Mentorship

March 2025 - May 2025

- Participated in one-on-one mentorship focusing on technical interviews and coding fundamentals by improving proficiency in data structures, algorithms, and problem-solving techniques for software engineering roles.

PROJECTS

Nexus, Capstone Project

January 2025 - Present

- Developed a Go-based backend using Gin, integrating both RESTful API endpoints and GraphQL resolvers to enable efficient data storage and retrieval for core systems including LFGs, Games, Users, and Parties.
- Engineered a secure authentication system with JWT middleware to manage user access and sessions, ensuring robust security across the app.
- Facilitated frontend integration with Apollo Client by designing and implementing data fetching and display components, enabling smooth communication between the UI and backend services.

CodeStash, Personal Project

December 2025 - January 2025

- Developed and deployed a full-stack snippet management app with features for creating, editing, deleting, and viewing code snippets, incorporating syntax highlighting, advanced search with customizable filters, and a dynamic snippet library.
- Implemented user authentication, authorization, and a detailed snippet view with a download option.

Inception v4-Based Image Classifier, Deep Learning

January 2024 - May 2024

- Architected a tailored InceptionV4 CNN for a university-curated dataset, achieving a 93.62% F1 score by implementing Global Average Pooling and gradient clipping, while reducing model parameters by 12% and maintaining over 94% training accuracy.
- Engineered a data pipeline with TFRecord optimizations, addressing critical encoding issues that boosted F1 score from 0.04% to 79.5%, and enabled efficient model training with 200ms per step latency.
- Conducted systematic architecture comparison (ResNet34 vs. InceptionV4) utilizing hyperparameter tuning and module composition strategies (4A-7B-3C), resulting in a 70ms per epoch reduction in training time.

NextPage, Flutter App Dev

February 2024 - March 2024

- Developed and deployed a book recommendation app, collaborating with friends, featuring search functionality, the ability to favorite books, and manage collections, utilizing the Google Books API for fetching book data.
- Integrated Firebase for real-time data synchronization, user authentication, and Firestore Database management.

TECHNICAL SKILLS

Languages: C++, Python, Java, JavaScript, TypeScript, HTML, CSS, Go (Golang), Dart

Frameworks & Libraries: React, Node.js, Flutter, TensorFlow, Keras

Tools & Technologies: Git, Linux/Ubuntu, Figma, MongoDB, PostgreSQL, GraphQL