# Ryan Maxin

#### **EDUCATION**

#### **University of Waterloo**

Sep 2021 - Apr 2026 (expected)

Candidate for Bachelor of Computer Science, Co-op (3.9 GPA)

Waterloo, Ontario

## **EXPERIENCE**

Huawei May 2024 - Aug 2024

Compiler Engineer

Toronto, Ontario

- Enhanced loop tiling compiler optimization in LLVM using C++, successfully transitioning it to a default pass and increasing runtime performance of HPC workloads by up to 18%.
- Implemented an **LLVM** compiler pass in **C++** to optimize high-bandwidth memory allocation in **multithreaded** programs by leveraging IR pointer analysis, reducing memory contention by as much as 60%.
- Integrated **PGO** into the pass using cache miss data from the **perf** tool to further improve program throughput.

**WSIB Innovation Lab** Sep 2023 - Dec 2023

Full-Stack Engineer

Spearheaded a generative AI initiative to enable conversational interaction with SQL databases and presented the success to a **150-person audience** in the CBIA branch.

Leveraged quantized and fine-tuned Llama-2 and SQLcoder LLMs through LangChain and Python running on Azure VMs to achieve parity with GPT-4 in database QA, effectively addressing OpenAI data privacy concerns.

**Infinera** Sep 2022 - Dec 2022

Firmware Engineer

Ottawa, Ontario

Waterloo, Ontario

- Created a CLI API in C++ using eRPC to enable low-level runtime reconfiguration of digital subcarriers, eliminating a 10-minute recompile time for developers.
- Utilized the Atlassian API, Pandas and Matplotlib in Python to display real-time graphical data of production build data from Jenkins CI on a confluence page, allowing the team to identify and fix resource inefficiencies on hardware limited to 32MB of memory.

#### **University of Waterloo**

Jan 2022 - Apr 2022

Course and Technical Support Assistant

Waterloo, Ontario

Engineered a JavaScript algorithm to process 1000s of raw Sentinel-1 arctic satellite RADAR images in Google Earth Engine to determine melt/freeze onset dates for lakes and rivers in Canada.

### **PROJECTS**

# Sorting Algorithm Visualizer $\bigcirc$ $\bigcirc$

Developed an interactive visualizer of **six** popular sorting algorithms using **React** and **Material UI**.

#### Realm Tunes 😯

- Created a feature-rich Discord music bot using **Python** and the Discord.py API.
- Deployed Realm Tunes to an **Ubuntu** server, providing on-demand music to **350 users** across **seven servers**.

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- Led a software team of **seven** peers to continue the SYDE tradition of creating a class profile website through weekly meetings and mentorship, resulting in the project being finished two weeks ahead of schedule.
- Implemented navigation and all five statistic pages using **React** and **Chart.js**, with **Firebase** to store data.

#### **SKILLS**

Languages: C/C++, JavaScript, TypeScript, Python, Java, Kotlin, HTML/CSS, SQL, Assembly, VHDL

Developer Tools: Git, Docker, Perf, Node.js, PostgreSQL, SQLite, Firebase, Jenkins, Azure, Jira,

Libraries: Pandas, Transformers, Hugging Face, LangChain, LlamaCPP, Material UI, Matplotlib, Chart.js

Frameworks: React, LLVM, Flask, Svelte, Next.js, Tailwind, Bootstrap, Express.js