rian Ahn

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Education

The University of Texas at Austin

August 2021 - May 2025

B.S. in Computer Engineering; track: Software Engineering

Austin, TX

Experience

o9 Solutions November 2023 – January 2024

Software Engineering Intern | Python, Flask, Redis, NoSQL, JavaScript, Pandas, Postman

Dallas, TX

- Engineered a generative AI conversational bot to provide hardware metrics using function calling (with the OpenAI API) utilizing redis to store the past conversation to each user. Used by 50+ companies.
- Designed and implemented a similarity search using the chatbot's input at 95% accuracy.
- Implement and tested the flow of prompts for the generated AI chatbot increasing the accuracy of user input by 110%.
- Developed a **RESTful API** with endpoint implementation that generates dataframes of CPU and Memory usage.

Uber May 2023 – August 2023

Software Engineering Intern | Java, Protobuf, Spring Boot, SQL, Docker, Kafka | Marketplace Team

Sunnyvale, CA

- Spearheaded a transction Analyzer, providing insights into key programming metrics for the marketplace platform.
- Analyzes and processes over 1 million transactions per second from the Spanner database and decreases ~1 hour of the engineer's time per use by providing read-after-write and gateway metrics. Used in workflow by ~ 500 engineers.
- Revamped the Fulfillment Engineering database by utilizing Java to enable independent configuration of over 4000 read-only and read-write pools, reducing use of computing resources by 50%.

Florida State University

May 2022 - August 2022

Software Engineering Research Intern | Python, NumPy, Matplotlib

Tallahassee, FL

- Optimized the MUSIC algorithm to calculate heart rate at 95% accuracy from real PPG data by using data preprocessing techniques and linear algebra in python.
- Developed methods to compute the covariance matrix, noise and sound eigenvectors, and pseudospectrums optimally.

The University of Texas Health and Science Center

May 2020 - August 2020

Data Analyst Research Intern | SPSS, SAS

Houston. TX

- Merged several datasets using SPSS and SAS to generate descriptive statistics between Plasma BDNF and Pain.
- Applied linear regression modeling analysis to investigate the relationship between brain-derived neurotrophic factors and heat pain sensitivity resulting in a publication funded by the National Institutes of Health.

University of Houston

May 2020 - August 2020

Software Engineering Research Intern | Matlab

Houston, TX

- Led discussions in a machine learning group to implement neural network algorithms in stroke patients.
- Analyzed healthy subject data in MATLAB and ran EMG data processing code for stroke rehabilitation.

Projects

TeamSync Hub | Python, React Native, AWS Amplify, Node.js

Spring 2024

- Full stack mobile app where teams can keep track of their team and individual tasks to enhance their project flow.
- Implemented signup/login, calendar, and task tracking features using React Native, AWS Amplify, and Node.js.
- Developed a synchronized Discord bot for real-time user engagement and group interaction.

Embedded Systems - Space Invaders Video Game $\mid C++, ARM, IR Sensor$

Fall 2022

- Designed, tested, and debugged The Space Invaders video game in C++ with interactive buttons and multiple sprites.
- Created the main menu with player options, difficulty levels, soundtracks, and multiple languages.

Relevant Coursework

- Software Design I & II
- Data Structure
- Algorithms
- Intro to Computing
- Digital Logic/Verilog
- Software Design Lab
- Assembly/C
- Probability
- Computer Architecture
- Embedded Systems
- Discrete Math

Technical Skills

OOP

Languages: Python, Java, C++, C, Matlab, JavaScript, HTML/CSS

Technologies/Frameworks: React, Linux, GitHub, Azure, JIRA, Protobuf, Spring Boot, SQL, Kafka, Hive, Redis, Flask,

Docker