Griffin Ryan

SEATTLE, WASHINGTON · B.S. IN COMPUTER SCIENCE AND SYSTEMS

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Experience

Full Stack AI Agent Developer
https://consumerfi.ai

PLAYEMBER
June 2025 - present

- Architected and built a full-stack Web3 gamification ecosystem, integrating Next.js 15 and TypeScript for a highly interactive user experience, featuring real-time AI chat and multi-chain wallet authentication via Privy.io, significantly enhancing user engagement.
- Developed responsive and performant UI, utilizing Tailwind CSS v4 and React Query v5, with sophisticated animations and visual effects inspired by cyberpunk aesthetics, resulting in improved user retention and consistent positive user feedback.
- Led backend development of 13+ microservices using Fastify and TypeScript, orchestrated via Docker and docker-compose, leveraging Web-Socket and Kafka for robust, scalable, event-driven inter-service communication, supporting real-time interactions across the platform.
- Implemented comprehensive data management integrating PostgreSQL, Redis, and Neo4j, optimizing storage, retrieval, and querying patterns critical for complex systems like AI agents, blockchain transaction processing, and gamified user progress tracking.
- Built advanced Chrome browser extension (Manifest V3), using React 19, Vite, and CRXJS, capturing neural content, implementing secure cross-origin authentication, and interactive 3D visualizations powered by Three.js and React Three Fiber, expanding product reach and functionality.
- Engineered an innovative compute-units service for calculating agent experience points (XP) and automating gamified reward distributions, significantly enhancing platform scalability and user incentives across diverse Web3 mechanics.
- Delivered a scalable, production-ready platform that integrates AI-driven interactions, real-time communications, and comprehensive Web3 authentication, significantly advancing PlayEmber's strategic objectives in consumer engagement and retention.

Data Labeling Analyst III (LLaMa 4 Team)
Meta Platforms, Inc.

META PLATFORMS, INC.
August 2024 - July 2025

- Enhanced LLaMa 4's capabilities to generate high-quality code across multiple programming languages, including Java, C#, Go, Python, C/C++, TypeScript, JavaScript, HTML/CSS, Rust, Bash, and SQL. Focus on enhancing code generation and reasoning through RLHF.
- Partnered with research and engineering teams to build and refine SWE (Software Engineering) agents, designed to tackle real-world programming tasks autonomously. Helped drive improvements in performance, reliability, and multi-step planning, accelerating internal workflows.
- Collaborated with external vendors to optimize generative AI model accuracy and broaden specific coding scope.
- Analyzed model outputs to identify failure modes. Drove iterative improvements for significant gains in code quality and syntactic correctness.
- Contributed to internal tooling for data labeling and synthetic prompt generation, significantly accelerating model development cycles.

AI Software Engineer
Outlier AI

OUTLIER AI
May 2024 - August 2024

- Developed and optimized algorithms to improve the performance, accuracy, and efficiency of large language models like ChatGPT.
- Conducted extensive training and fine-tuning of LLMs to meet specific project requirements and improve user experience.
- Implemented advanced data processing techniques enhancing model training datasets, ensuring quality input for robust model performance.

Computer Science Tutor
University of Washington-Tacoma

COMPUTER SCIENCE AND SYSTEMS TUTOR FOR UW COMPUTER SCIENCE CURRICULUM
September 2022 - May 2023

- Tutored and mentored students in programming, debugging, and algorithm implementation for CS courses up to 400-level.
- Covered all subjects offered in the School of Engineering and Technology's Computer Science and Systems program.

Education

University of Washington
Tacoma, WA

BACHELOR OF SCIENCE IN COMPUTER SCIENCE AND SYSTEMS
Fall 2021 - Spring 2024.

- Inducted into Upsilon Pi Epsilon (UPE), the international honor society for computing and information disciplines.
- Placed on the Dean's List of Academic Achievement consecutively for six quarters.

Portfolio

Kaleidosync
https://kaleidosync.com

REAL-TIME SPOTIFY AND SYSTEM AUDIO VISUALIZER
Autumn 2024

- Built a browser-based audio visualizer that dynamically renders GLSL fragment shaders in sync with either system audio or Spotify playback.
- Engineered a custom integration with the Spotify Web API to retrieve playback data, enabling seamless transitions between songs and real-time updates on track metadata and musical structure.
- Designed and optimized the WebGL rendering pipeline for performance across devices, including frame-rate smoothing, responsive canvas scaling, and minimal CPU/GPU overhead.
- Co-led project planning, UI/UX design, and iterative development with a collaborator, demonstrating strong teamwork and ownership.
- Owned end-to-end scalability, supporting 13,500 daily active users via cache-first delivery and autoscaling.