Ryan Yuki Huang

ryan y huang@brown.edu | ryanhuang.dev | 858-519-2280

EDUCATION

Brown University

Providence, RI | Expected Graduation: May 2026

Concurrent B.S. and M.S. in Computer Science

GPA: 4.0/4.0

- Relevant Courses: Data Structures & Algorithms, Deep Learning, Linear Algebra, Discrete Mathematics, Computer Systems, Software Engineering, Graduate Computer Vision, Statistical Inference, Algorithms, Statistical Inference
- Honors/Awards: Undergraduate Teaching & Research Award, Hack@Brown 2024 Winner, Regeneron STS Semifinalist

TECHNICAL SKILLS

Languages: Python, Java, HTML/CSS, R, JavaScript, TypeScript, Go, C/C++, C#, SQL, Ruby

Technologies: ReactJS, NodeJS, Flask, Redux, Docker, Hadoop, Apache Spark, MongoDB, Scikit-learn, MySQL, Git, Bash, Linux

EXPERIENCE

ModernVivo, LLM/AI Software Engineer Intern

Seattle, WA | December 2023 – Present

- Integrated an LLM-guided system that semantically clusters texts with 97% accuracy into the Django backend, allowing customers to effectively filter searches for clinical trials (Best Paper Runner-up at GLOW @ IJCAI 2024)
- Utilized multithreading to run OpenAI requests in the system concurrently, decreasing clustering times by 55%
- Incorporated Google BigQuery to store large text datasets, and utilized it to test the clustering system

Google, Research Software Engineer Fellow

Sunnyvale, CA (Remote) | September 2023 – December 2023

- Developed a scalable deep learning pipeline in PyTorch for image understanding and classification, achieving 87% accuracy by using topological data analysis and a Convolutional Neural Network
- Implemented an interactive React app to display how the AI model interprets the images for user visualization
- Conducted extensive performance and unit testing using Deepchecks, ensuring reliability across diverse datasets

Full Stack @ Brown, Full Stack Developer

Providence, RI | August 2023 – May 2024

- Developed a full stack Django site for <u>Brown's annual puzzlehunt</u> using React, Python, and PostegreSQL
- Implemented user authorization to securely store data and progress in the competition for 5,000+ participants
- Set up RESTful API hooks for users to submit puzzle answers, which were securely validated on the backend
- Utilized Selenium to write end-to-end tests ensuring smooth user experience and verifying functionality

Brown Visual Computing Lab, Undergraduate Research Assistant

Providence, RI | Aug 2023 – Present

- Created a shape editing system that lets users augment 3D furniture meshes with natural language by leveraging Chain-of-Thought prompt requests to the OpenAl API (Accepted to SIGGRAPH Asia 2024)
- Rendered edited meshes into Blender with Python scripts and a web app via WebGL with JavaScript for visualization
- Contributed to developing a novel 3D mesh generation method usisng Python and R (Published in biorXiv)

PERSONAL PROJECTS

MemoTech

Python, Flask, TypeScript, React, Redis, MongoDB

- Won 1st Place out of 300+ Participants at Hack@Brown 2024 for a React application that provides detailed feedback for users' answers to flashcards using OpenAI API
- Integrated flashcard recommendation by storing embeddings in MongoDB and creating a vector search endpoint
- Deployed database onto AWS EC2 Instance through MongoDB Atlas, supporting backend for 200+ users

Pokémon GAN (Gotta generate 'em all)

Python, Tensorflow, Spark

- Created a DCGAN in Tensorflow with Python to generate synthetic Pokémon images with an FID of 126.7
- Employed Apache Spark for distributed preprocessing of large Pokémon datasets, enhancing training efficiency

MedChat

Java, Spring Boot, TypeScript, React, Firebase

- Developed front-end and back-end for a patient interaction full stack application for easy procedural check-ins
- Text, updates, and checklist functionalities were implemented and stored using Firebase
- Developed and integrated a RESTful API, enabling seamless retrieval and management of patient data