

# Rio Kuchlyan

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## EDUCATION

### University of North Carolina at Chapel Hill

Chapel Hill, NC

*Bachelor of Science in Computer Science, Bachelor of Business Administration*

*Aug. 2024 – May 2028*

- Major GPA: 4.0, *Dean's List*
- Coursework: Data Structures, Discrete Mathematics, Linear Algebra, Systems Programming (in progress)
- Affiliations: Visual Computing and AI Lab, TechX (Computer Science Society), Scholars of Finance

## EXPERIENCE

### Backend Developer Intern

Apr. 2025 – Present

*Swing Phi* (FinTech startup; 20 Hours/Week)

*Remote*

- Reducing data latency by **65%** and improving throughput by refactoring the backend to async modules
- Serving as the **lead backend engineer** for an equities analysis platform, deploying **20+** API routes
- Engineering data pipelines for **30+** macroeconomic indicators using FRED, Schwab, and other financial APIs
- Deploying GPT-4 and Claude NLP models on Azure to parse SEC filings, informing investment commentary
- Implementing critical backend protections including data validation, rate limiting, and user authentication

### Automation Developer Intern

Apr. 2025 – Present

*Star Course Holdings* (Search fund; 15 Hours/Week)

*Remote*

- Increasing lead sourcing outreach volume by **2.25x** by building an LLM-integrated system with outreach APIs
- Automating key intern workflows in deal sourcing and diligence, reducing manual effort across target screening
- Engineering AI-powered backend tools to assist due diligence on 20+ SMB targets in healthcare and SaaS
- Supporting investment memos and deal pipelines with technical analysis on market sizing and customer retention
- Developing a web application to track and analyze the performance of lead sourcing outreach and validation

### Extended Reality Developer

Jan. 2025 – May 2025

*Carolina AR/VR* (Student led organization; 7 Hours/Week)

*Chapel Hill, NC*

- Reduced frame latency by **40%** through comprehensive UI and scene optimization in Unity
- Built MIDI import system using Koreographer; synced musical input to real-time VR interaction for rhythm game
- Developed VR music collaboration tool in Unity with spatial audio and haptic feedback for immersive co-creation
- Ran **20+** user tests on audio interactivity; implemented findings to improve responsiveness and engagement

## PROJECTS

### DIY News | [GitHub] | Next.js, React, Supabase, Tailwind

May. 2025 – Present

- Created a personalized newsletter platform aggregating 200+ articles/day from multiple news APIs
- Deployed Supabase backend with MFA authentication and 100% uptime for **30+** active users
- Designed responsive UI with Tailwind + React to support mobile and desktop browsing
- Replaced multi-subscription overload with a single digest tailored to user preferences

### Visualize | [GitHub] | FastAPI, React, D3.js, OpenAI

Feb. 2025 – Present

- Built AI-powered dashboard integrating yfinance, OpenAI, and D3.js to deliver real-time equity analytics
- Deployed 10+ dynamic visualizations (EV/EBITDA, P/E, CAGR) auto-generated from user-input stock tickers
- Processed **100+** daily API requests to serve valuation models and market commentary to student analysts
- Launched news sentiment engine parsing 200+ financial headlines/day to detect tone shifts on covered equities

## ADDITIONAL INFORMATION

**Technical Skills:** Python, Java, C, TypeScript, React, FastAPI, Django, Next.js, HTML/CSS

**Libraries and Tools:** yfinance, OpenAI API, D3.js, Supabase, Azure, FRED, Schwab APIs

**Languages:** English (native), Bengali (native), Hindi (native), French (intermediate)

**Work Status:** U.S. Citizen