Ryan Yuki Huang

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EDUCATION

Brown University

Bachelor of Science in Computer Science

Providence, RI | Expected Graduation: May 2026

GPA: 4.0/4.0

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

TECHNICAL SKILLS

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

Technologies: React, Node, Flask, Docker, MongoDB, AWS, PyTorch, MySQL, PostgreSQL, Git, Bash, Linux, Blender

EXPERIENCE

Google, Software Engineer Intern, YouTube Comments Team

San Bruno, CA | May 2025 – Present

- Building infrastructure for Google DeepMind's new machine translation model on YouTube comments in C++
- Integrating UI elements in **TypeScript** to support a multilingual experience in the YouTube comments section for **2 billion users**, supporting all iOS, Android, and Web clients across all apps including YouTube, YT Studio, and YT Music

Amazon Robotics, Software Development Engineer Intern, Movement Team

Boston, MA | Jan 2025 – May 2025

- Developed a React app to dynamically monitor and configure 10,000+ autonomous robots in Fulfillment Centers
- Designed new RESTful APIs that retrieve and modify robot configurations in the DynamoDB database, including endpoints for real-time data monitoring, comparing robot models, and editing configurations
- Created scalable infrastructure in **Java** using **AWS Lambdas** to call the APIs and **AWS SNS topics** and **SQS queues** to get real-time metadata updates, allowing administrators to retrieve data **62**% faster

ModernVivo, AI/ML Software Engineer Intern

Seattle, WA | Dec 2023 – Jan 2025

- Created and deployed an LLM-guided system in Python that semantically clusters texts from the PostgreSQL database with 97% accuracy, allowing customers to find clinical trials (Best Paper Runner-up at GLOW @ IJCAI 2024)
- Utilized multithreading to run OpenAl API 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

Brown Visual Computing Lab, Machine Learning Research Intern

Providence, RI | Sep 2022 – Present

- Created a shape editing system in Python that lets users augment 3D furniture meshes with natural language by leveraging Chain-of-Thought prompt requests to the OpenAI 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 using 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 the OpenAl API
- Made flashcard recommendation by storing embeddings in **MongoDB** and creating **Flask** vector search endpoints
- Deployed database onto AWS EC2 Instance through MongoDB Atlas, supporting backend for 200+ users

Brown Puzzlehunt

React, TypeScript, Python, PostgreSQL

- Developed a website using **Django** and **React** for Brown's annual puzzlehunt with over **5,000+ participants**
- Designed and implemented user authentication and authorization to protect user data and session integrity
- Set up **RESTful API** hooks for users to submit puzzle answers, which were securely validated on the backend

Pokémon GAN (Gotta generate 'em all)

Python, PyTorch, Spark

- Created a DCGAN in PyTorch 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