Ryan Tan

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EDUCATION

University of California, Berkeley

Expected May. 2026

B.S. Electrical Engineering and Computer Science - GPA: 3.6/4.0

Berkeley, CA

• Relevant Coursework: Structure of Computer Programs, Computer Architecture, Discrete Mathematics, Probability Theory, Data Structures and Algorithms, Object Oriented Programming, Linear Algebra, Computer Security*, Computer Networks*

TECHNICAL SKILLS

Languages: Python, TypeScript, Go, C++, Java, JavaScript, C, HTML, CSS, SQL Frameworks: React, Flask, Node.js, Express.js, Django, Tailwind, Spring Boot

Tools: AWS, Docker, MongoDB, VS Code, PyCharm, Eclipse, Jupyter Notebook, Google Colab

Libraries: PyTorch, Scikit-learn, NumPy, Pandas, Matplotlib

EXPERIENCE

Coding Instructor Sep. 2023 – May 2024

Code Ninjas

Fremont, CA

• Designed and taught programming lessons in Python TayaScript, and C# to 30± students agad 5-14 boosting coding

- Designed and taught programming lessons in **Python**, **JavaScript**, and **C**# to 30+ students aged 5-14, boosting coding proficiency and project completion through hands-on activities tailored to individual learning styles.
- Provided one-on-one and group instruction tailored to individual learning needs, boosting student engagement and retention through personalized teaching methods.

Machine Learning Researcher

Sep. 2023 - Dec. 2023

Algoverse AI Research Program

Remote

- Collaborated with a group of 4 students to explore the effects of implementing emotional cues when interacting with LLMs.
- Developed a custom LLM by integrating emotional stimuli into prompts to enhance user interactions, fine-tuning the model using a combination of transfer learning and hyperparameter optimization techniques, measuring an improvement by 83%.

Projects

Secure File Sharing System | Go

Feb. 2025 – Present

- Built file sharing system from scratch using Go with an invitation scheme for file sharing and access revocation.
- Built a client application that allows users to authenticate, save, load, modify, and share files with controlled access.
- · Secured encrypted and marshaled data using HMAC tags and digital signatures, guaranteeing authenticity and integrity.
- Created comprehensive test suite to validate system's functionality, including edge cases and data confidentiality.

K-Popify | React, TypeScript, Flask, Python, Pandas, NumPy, Spotify Web API

Dec. 2024 – Jan. 2025

- Developed a web application that recommends K-Pop songs based on user-inputted tracks, integrating the **Spotify Web API** to fetch track features and using **Flask REST APIs** for backend services.
- Optimized song recommendation accuracy to 92% across 275 K-Pop songs without requiring data from users by implementing an algorithm utilizing Euclidean Distance to analyze 9 distinct audio characteristics.

Binder | React, TypeScript, Convex, Clerk, Python, Flask, OpenAI API

Oct. 2024 - Oct. 2024

- Led the full-stack development of a collaborative study platform that matches users into study groups by analyzing skill sets based on their performance on quizzes generated by **OpenAI API**.
- \bullet Improved group matching accuracy by 91% by implementing Bayesian Knowledge Tracing algorithm to analyze individual quiz performance data.
- Designed a scalable backend infrastructure with Convex and Clerk for secure user authentication and optimized performance for over 100 users.

Skincare Tracker | React, JavaScript, Node.js, Express.js, Tailwind, MongoDB

June 2024 - Sep. 2024

- Built a responsive web app for managing skincare routines using **React and Node.js**, providing an intuitive interface for tracking product usage and schedules.
- Reduced API response times by 54% by optimizing MongoDB queries and implementing REST APIs with Express.js.
- Enhanced security with **JWT authentication** and ensured reliable API endpoints by integrating automated tests using **Supertest**.

EXTRACURRICULARS

Software Developer

Sep. 2024 – Dec. 2024

Open Project Berkeley

Berkeley, CA

• Implemented an LLM-based movie recommendation system with team of 5 using FlagEmbedding, Hugging Face, and

- Implemented an LLM-based movie recommendation system with team of 5 using FlagEmbedding, Hugging Face, and PostgreSQL with pgvector, enabling efficient retrieval of similar movies based on user queries.
- Designed and optimized a vector search pipeline by storing 1024-dimensional embeddings in PostgreSQL and performing cosine similarity-based retrieval, reducing query latency and improving recommendation accuracy.