Ryan Flannery

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EDUCATION

San Francisco State University San Francisco, CA
Bachelor of Science in Computer Science, Minor in Computing Applications *Aug. 2021 - May 2025*
- GPA: 3.5, Dean's List
- Genentech Data Science and Machine Learning Certificate
- Undergraduate Coursework: Data Structures & Algorithms, Software Engineering, Operating Systems, Database Systems, Machine Learning for Data Science, Discrete Math, Object-Oriented Programming

TECHNICAL SKILLS

Languages: TypeScript, Python, Java, SQL, C#, HTML, JavaScript, C++
Frameworks: React, Express, Node.js, Next.js, Spring, Kubernetes, GraphQL, REST API, Angular
Developer Tools: Git, Docker, Azure, AWS, Postman, Unix/Linux, CRM, Jenkins, PL/SQL, Agile

EXPERIENCE

Software Engineer Intern Oct. 2023 – Dec. 2023
CodeDay *Remote*
- Co-authored a merged pull request (#1095) in the Open Energy Dashboard, optimizing code for a platform with over 20,000 active users, contributing to more accurate data and system efficiency
- Implemented Metric and Unit Tests for readings retrieval API. Refactored kWh to MJ conversion logic, improving website data visualization, reducing API errors by 50%, and enhancing data accuracy by 20%
- Collaborated in an Agile team with senior engineers to adopt new technologies and contribute to production-level features in a fast-paced SDLC environment

PROJECTS

ZenZone | *TypeScript, React Native, Expo, Express, Node.js, MySQL* Feb. 2025 – Jun. 2025
- Developed a cross-platform productivity app, enhancing user focus and increasing goal completion rates by 75% through a seamless UI and distraction-reducing features
- Reduced daily screen time by 1.5+ hours per user by integrating pomodoro-style timers, app-blocking, and personalized goal-setting to promote healthier digital habits
- Implemented real-time progress tracking with mobile screen time integration and a calendar, enabling users to set and monitor short- and long-term goals for improved focus and accountability

Joystick Journal | *TypeScript, React, Express, Node.js, MySQL* Oct. 2024 – Jan. 2025
- Engineered scalable cloud-based backend services using AWS EC2 and RDS, delivering 20+ RESTful APIs aligned with modern cloud computing practices for performance and scalability
- Implemented automated test suites and CI/CD pipelines using SuperTest and Vercel to boost code coverage, cut bugs by 99%, and improve deployment speed by 50%
- Led back-end development of user personalization features, improving security and user experience with AWS S3 integration for profile picture uploads, streamlined password updates, and credential management

Jump Knight | *C#, Unity* Aug. 2024 – Nov. 2024
- Designed responsive UI and game components in Unity with a user-first approach, enhancing interaction flow and accessibility across devices
- Applied object-oriented design principles in Unity (C#) to develop responsive input and collision systems, achieving 97% bug-free gameplay across extensive testing
- Designed and integrated custom sprites and animations to create a unique aesthetic, elevating the game environment's visual appeal

Stroke Subtypes Machine Learning Model | *Python, TensorFlow, NumPy* Mar. 2024 – May 2024
- Developed custom and utilized pretrained Convolutional Neural Network models (VGG16, ResNet50) to classify ischemic stroke images, increasing stroke subtype prediction accuracy
- Preprocessed over 395GB of pathology images using OpenCV for standardized model input, optimizing performance and accuracy
- Applied transfer learning techniques to improve stroke diagnostic predictions, increasing precision, recall, and F1 scores by 80%, significantly outperforming traditional classification methods.