Ryushen Tan

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Available for 8 months, September 2024 to April 2025.

EDUCATION

Bachelor of Computer Science Honours (Co-Op)   Ottawa, ON
AI ML Stream with Minor in Psychology - Carleton University   *Sep. 2022 – Apr. 2027*
- 3rd Year Standing with Major CGPA 3.6/4
- Concepts: Web Development, Agile, UX Design, Data Structures, OOP, Memory Management, Multi-Threading

EXPERIENCE

Guest Speaker   June 2024
Power-X Semiconductor   *Hsinchu, Taiwan*
- Delivered a talk titled "Utilizing Generative AI to enhance IC production" discussing advancements in Generative AI technologies for integrated circuit production at one of Taiwan's biggest semiconductor companies.
- Engaged an audience of 20+ professional application and electrical engineers, as well as the Power-X CEO, by discussing prompt engineering techniques, as well as integration methods to speed up product manufacturing.

Full-Stack Developer   April 2024 – June 2024
Beard Oils by MG   *Ottawa, ON*
- Implement and manage an internationally catered e-commerce store using React, TailwindCSS, and Framer Motion to create an engaging user experience.
- Integrate Shopify API for seamless product and content management, while facilitating secure e-commerce transactions through an external payment gateway.
- Designed wireframes and mock-ups using Figma to ensure a high-quality user interface and user experience.

UI/UX Designer   April 2024 – Present
uOttaHack 7   *University of Ottawa, ON*
- Design and implement a user experience for the uOttaHack 7 website and application portal, using Figma and UI UX concepts such as wireframing, to provide a user-centered application for an estimated 1500+ applicants.
- Collaborate closely with the development and marketing teams to create a web-friendly design, drawing on front-end development experience to ensure smooth implementation and promotion.

PROJECTS

VirtuDrip - 3D Fitting Room | *React.js, Tailwind CSS, Snap API, Figma*   2024 HawkHacks 2nd Place Overall
- Worked in an organized team of four. 2 back-end, 1 front-end, and a UI/UX designer to deliver a polished product winning us the 2nd place prize at Wilfred Laurier's Hackathon competing with 1000+ participants.
- Utilized and debugged Snap's Camera Kit API to create accurate 3D clothing interaction on users, and to convert 2D images to 3D models for customized clothing.

Colorist - React.js Virtual Whiteboard | *React.js, Mediapipe, Tailwind CSS*   2024 UOTTAHACK 6 Project
- Worked in a team of 4 at the University of Ottawa's 36-hour hackathon to produce a collaborative whiteboard with hand gesture controls using MediaPipe and React.js, For a functioning server-side experience.
- Integrated and hosted a collaborative drawing experience using the Web Socket API and Vercel, enabling users to draw simultaneously over the internet to help students have a more hands-on experience.

Block Touch - Python OpenCV Game | *Python, OpenCV, Ursina, Git/Github* 2024 McHacks Winning Project
- Won a hackathon challenge with over 400+ participants, by implementing an innovative hand-to-game navigation application using OpenCV and Ursina game engine, allowing users to navigate using hand motions.
- Designed multi-threading to enable real-time tracking of the computer vision for user hand movements, and concurrent movement within the game engine.

TECHNICAL SKILLS

Languages: JavaScript, HTML/CSS, Python, Java, C/C++, SQL, English, French, Mandarin
Frameworks: React.js, Tailwind CSS, Pug, Node.js, REST, JSON, Express, Pygame, JavaFX
Design Applications: Figma, Canva, Adobe Photoshop, Spline 3D
Developer Tools: Git, OpenStack, Visual Studio Code, PyCharm, IntelliJ, Mongo DB, Shopify, Microsoft 365, Linux