

# Tristan Beley

(647) 802-0510 | [tristanbeley@gmail.com](mailto:tristanbeley@gmail.com) | [linkedin.com/in/tristanbeley](https://linkedin.com/in/tristanbeley) | [github.com/tristanbeley92](https://github.com/tristanbeley92)

## EDUCATION

### Western University

London, ON

*Bachelor of Engineering Science - Software Engineering — GPA: 3.7*

*Sep. 2023 – Apr. 2027 (Expected)*

- **Relevant Coursework:** Algorithms and Data Structures, Database Management Systems, Software Design & Construction, Software Project Management, Operating System Protocols & Architecture, Probability & Statistics

## TECHNICAL SKILLS

**Languages:** Python, JavaScript, TypeScript, C#, C++, Java, SQL, Kotlin

**Frameworks/Libraries:** React.js, Vue.js, TensorFlow.js, Tailwind CSS, Node.js, Flask, Pandas, NumPy, SciPy

**Tools & Platforms:** AWS (EC2, S3), MySQL, PostgreSQL, Git/GitHub, REST API Design, CI/CD, Unity

**Interests:** Hackathons, Side Projects, Hockey, Classic Car Rebuilding, System Tinkering, LEGO

## WORK EXPERIENCE

### Chief Technology Officer (CTO)

(Remote) Greenwich, CT, USA

*RoleColorFinder | TypeScript, Supabase (PostgreSQL)*

*Sep. 2025 – Present*

- Lead implementation across the RoleColorFinder platform, guiding full-stack development across backend, frontend, and web teams, **reducing average page load by 30%** through targeted optimization and iterative profiling.
- Partner directly with the founder on product roadmap and system architecture, running full site maintenance and CI/CD processes, **cutting incident response + recovery time by 50% and maintaining 99% uptime**.
- Maintain **Supabase PostgreSQL schemas** and SQL queries powering RoleColorAI analytics and authentication flows, transforming ML outputs into structured insights, driving a **25% increase in inbound client inquiries**.

### Game Development Consultant Intern

(Remote) Stockholm, Sweden

*Lawyal Tech | JavaScript, React*

*Oct. 2025 – Present*

- Contribute to frontend development for Lawyal's Midnight Lantern Project, building JavaScript UI components and shipping user-facing features, **reducing client-side render time by 30%** and improving data presentation.
- Conducting technical and market research using engagement data to identify high-value indie studios, **onboarding 10+ developers** into Lawyal's global game directory, **strengthening data scalability and platform strategy**.
- Gaining hands-on experience with **agile workflows** and **global product coordination** across distributed teams.

## PROJECTS

### NutriScan AI - HackWestern 12 Winner | TypeScript, React, Gemini Flash-2.5

*Nov. 2025 – Present*

- Built NutriScan with a team of four over a 36-hour sprint: a multimodal AI/ML health analysis app that transforms a simple selfie into **micro/macronutrient and vitality indicators** using Gemini 2.5 Flash's vision tools.
- Converted raw model outputs into structured, analyzable features and implemented a **React + Tailwind** frontend with multiple assessments to **map model data** into science-backed scores and **nutrient-aligned meal plans**.
- Deployed NutriScan on DigitalOcean and presented across **8 rounds of judging** over 2 hours, winning 2 major awards, and validating the pipeline design through **strong potential user interest + 15 positive testimonials**.

### TuneBuilder Smart Playlist Generator | Python, Flask, Spotify API, OpenAI

*Apr. 2025 – Sep. 2025*

- Developed a cloud-hosted Flask web app integrating the **Spotify OAuth + REST API endpoints** for unique playlist creation and account management, optimizing backend routing to **cut redundant API calls by 40%**.
- Experimented with **OpenAI ML embeddings** and ranking logic to implement clean user flow and **mood + context-aware music recommendation**, increasing track diversity by 25% compared to rule-based filters.
- Built automated pipelines to transform track metadata, normalize features, & generate repeatable analysis outputs.

### Escape From Polyland - 3D RPG Game | Unity, C#

*Jan. 2025 – May 2025*

- Collaborated with a team of 5 to design and build a third-person RPG with physics based collisions, immersive user interactions, and feedback systems, contributing **120+ hours** across unique level planning and implementation.
- Implemented chaotic **AI-driven** enemy systems and reusable C# scripts using OOP and optimization techniques, while coordinating with teammates on game design and structured playtesting to iterate on difficulty and pacing.

## VOLUNTEERING & CLUBS

### Volunteering: Co-Founder - Operation Home For the Holidays

*Dec. 2023 – Jan. 2026*

- Designed and launched an initiative delivering **25+ care packages** with food, water, and blankets to less fortunate individuals in Toronto and London, reinforcing my commitment to accessibility and community impact.

### Clubs:

- Western Developers Society - Portfolio Team Assistant (Frontend Focus)
- Western Investment Club (WIC) - Researcher (Consumer Retail Group): Conducted equity research