Tyler Kahn

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Education

University of San Francisco, San Francisco, CA   June 2024
M.S. in Data Science

Rensselaer Polytechnic Institute, Troy, NY   May 2022
B.S. in Computer Science, Minor in Music

Experience

Data Engineer Intern, Calfiornia Association of Food Banks, Hybrid   October 2023 - June 2024
- Developed a data pipeline to collect, pre-process and analyze US national census data and created food insecurity and demographic dashboards in Tableau, reducing 90% of manual analysis.
- Designed and implemented the company's data ingestion pipeline and warehouse using Google Cloud Platform (Cloud Storage, Functions, Scheduler, BigQuery) and Apache Airflow.

Software Engineer Intern, Playco, Remote   May-August 2021
- Worked with an Agile team on a Facebook game from launch.
- Designed, documented, and implemented game features such as bundle purchasing using Typescript and React, leading to increased revenue.
- Worked with other teams to identify potential improvements and issues in the game, performed QA, and participated in play testing.

BI Engineer Intern, MURAL, Remote   January-April 2021
- Wrote clean, efficient SQL to answer internal and external questions and provide insights into the company and its users.
- Worked with Periscope Data to create dashboards and charts to effectively communicate and visualize data for diverse audiences.
- Evaluated and provided feedback on existing dashboards, as well as the underlying data structures.

Math Content Dept. Intern, CK-12 Foundation, Palo Alto, CA   Summer 2017
- Identified and documented preferred content for new users across various math concepts.
- Used LaTeX to improve the accuracy and clarity of content.

Projects

Alzheimer's Assistance App
- I worked with a team to design and build a webapp to help Alzheimer's patients and their caregivers with daily life, with features such as a journal, reminders, and a memory game.
- Built a memory game using React, Django, and Postgres to provide users with daily memory exercises.

Awards

Game Developer's Conference (GDC) Game Narrative Review Gold Winner   2020

Technical Skills

Languages: Python, SQL, Typescript, C++, Java, AMPL
Other: Tableau, LaTeX, Periscope Data (Sisense)