

# Griffin Ryan

SEATTLE, WASHINGTON · B.S. IN COMPUTER SCIENCE AND SYSTEMS

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## Experience

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### Data Analyst II (LLama 4 Team)

*Meta Platforms, Inc.*

META PLATFORMS, INC.

*August 2024 - present*

- Enhanced LLama 4's capabilities to generate high-quality code across multiple programming languages, including Java, C#, Go, Python, C/C++, TypeScript, JavaScript, HTML/CSS, Rust, Bash, and SQL.
- Collaborated with external vendors to optimize generative AI model accuracy and broaden its coding scope.
- Worked closely with data scientists, machine learning engineers, and product teams to align AI model development with business goals.

### AI Software Engineer

*Outlier AI*

OUTLIER AI

*May 2024 - August 2024*

- Developed and optimized algorithms to improve the performance, accuracy, and efficiency of large language models like ChatGPT.
- Conducted extensive training and fine-tuning of LLMs to meet specific project requirements and improve user experience.
- Implemented advanced data processing techniques enhancing model training datasets, ensuring quality input for robust model performance.

### CSS Mentor at UW School of Engineering and Technology

*University of Washington-Tacoma*

COMPUTER SCIENCE AND SYSTEMS TUTOR FOR UW COMPUTER SCIENCE CURRICULUM

*September 2022 - May 2023*

- Tutored and mentored students in programming, debugging, and algorithm implementation for CS courses up to 400-level.
- Covered all subjects offered in the School of Engineering and Technology's Computer Science and Systems program.

## Portfolio

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### Doter IDE and Code Editor

<https://griffinryan.com/works/doter>

CROSS-PLATFORM CODE EDITOR AND IDE FOR MULTIPLE LANGUAGES

*Spring 2022*

- Developed Doter IDE, a cross-platform code editor and IDE supporting Java, Python, Go, Ruby, C#, C++, and more languages.
- Implemented syntax highlighting, linting, and a powerful code generation AI for enhanced coding productivity.
- Designed with asynchronous editing to support multitasking across multiple fields.
- Leveraged Monaco, the language server used in Microsoft's Visual Studio Code for robust language support.

### GreenLightGo Engine

<https://griffinryan.com/works/greenglightgo>

3D GOLANG GAME ENGINE

*Summer 2024*

- Developed a custom 3D game engine in Go using go-gl and GLFW, optimized for performance and cross-platform support (Windows, macOS, Linux).
- Optimized for high performance with minimal overhead, ideal for both small and large-scale projects.
- Designed for simplicity and flexibility with a modular architecture, allowing easy customization and component extension.

### Hollowscape: 2D Action Platformer with Dynamic Audio

<https://griffinryan.com/works/hollowscape>

JAVASCRIPT GAME ENGINE FEATURING VECTOR-BASED PHYSICS ENGINE

*Fall 2022*

- Designed and developed "Hollowscape," a 2D action platformer inspired by Hollow Knight, using JavaScript.
- Created a custom panning sound engine to dynamically enhance the audio experience based on in-game events.
- Composed and produced original game assets such as music, SFX, sprites, and more.

### Encryption-Suite

<https://griffinryan.com/works/encryption>

CRYPTOGRAPHY UTILITY IMPLEMENTING CSHAKE256 AND KMACXOF256 PROTOCOL

*Winter 2023*

- Implemented custom hashing library utilizing CSHAKE256 and KMACXOF256 algorithms, based on the National Institute of Standards and Technology's (NIST) specifications demonstrating a deep understanding of cryptographic principles.
- Ability to encrypt/decrypt a given file or text input using DHIES encryption and Schnorr signatures with elliptic curves.

## Education

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### University of Washington

*Tacoma, WA*

BACHELOR OF SCIENCE IN COMPUTER SCIENCE AND SYSTEMS

*Fall 2021 - Spring 2024.*

- Admitted to capacity-constrained program and placed in the Dean's List of Academic Achievement consecutively for six quarters.