

BRYAN CHAN

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EDUCATION

Stevens Institute of Technology

Expected May 2026

Masters of Science in Data Science

- **Relevant Coursework:** Cloud Computing, Time Series Analysis, Data Stream Analytics

Stevens Institute of Technology

Bachelors of Science in Computer Science (GPA: 3.75/4.0)

- **Relevant Coursework:** Statistics, Database Management, Natural Language Processing, Operating Systems, Machine Learning

TECHNICAL SKILLS

Computer Languages	Python, Java, R, C, C#, C++, JS/TS, Scheme, OCaml, Bash, ARM Assembly (x86)
Protocols & APIs	XML, JSON, REST
Databases	SQL, Redis, GraphQL, MongoDB
Frameworks & Tools	Node.js/NPM, RStudio, Solidworks, Jupyter, Windows, UNIX/Linux, Powershell
Concepts	Full Stack, Software Development, Debugging, Machine Learning, Relational Databases, Data Science

EXPERIENCE

Stevens Institute of Technology

09/01/2023 - Present

Course Assistant - Introduction to Python (CS115), Data Structures (CS284), Intermediate Statistics (MA331)

Hoboken, NJ

- Guided 400+ students through course-related concepts (Python, Java, R) during lab sessions and lectures.
- Graded assignments and exams, providing constructive feedback to enhance student learning.
- Partnered with faculty to design and implement lab activities, resulting in a 20 improvement in student engagement and understanding.

Information Security Research Education Summer Workshop

06/01/2023 - Present

Cybersecurity Researcher - AI in Enterprise Data

Normal, IL

- Coordinated with 11 students to compose a taxonomy of enterprise risk in Retrieval Augmented Generation (RAG)
- Utilized PyTorch to fine-tune a BERT model using 2600+ articles for malicious document detection with 95% accuracy.
- Produced a paper that covered vulnerabilities and mitigation techniques for various agentic AI structures.

Analyzing Collapse of Online Gaming Communities

11/01/2022 - 08/01/2023

Data Analytics Undergraduate Researcher

Hoboken, NJ

- Collaborated with a team of professors and students to devise a nine-month research plan on analyzing the creation and decay of social networks in the game "EVE Online".
- Leveraged a Python-based parallel processing web scraper to gather a dataset of 72 million killmails.
- Employed R to construct networks mapping relationships among players and alliances in online gaming communities.

C3 Technologies

07/30/2021 - 03/01/2022

Data Management Intern

North Brunswick, NJ

- Devised a relational database using Microsoft Access and harnessed Visual Basic for Applications (VBA).
- Automated data report generation of customers and tests, speeding up querying by 90%.
- Maintained and enhanced data storage for over 1500 customer IDs, tank test results, and fuel quality statistics.

PROJECTS

Trajectory Modeling of UAV Swarms | ORAN, Python (XApps, PyTorch, Scikit-learn), Ardupilot

- Set up a 5G radio base using an open source Radio Access Network.
- Developed a python application to conduct real-time machine learning integration with drone data in order to make flight trajectories more accurate for unmanned aerial vehicles.

Osu! Beatmap Generator | Jupyter Notebook, Python

- Designed a Convolutional Neural Network and a Long Short Term Memory model to turn an mp3 file into an osu! beatmap.
- Imported over 5000 existing maps and created an automated script that exported specific maps into input data.