

Canyon Bryson

AI Engineer · Full-Stack Developer

Draper, UT · 385-427-4849 · canyonbryson@gmail.com · canyonbryson.com

SUMMARY

AI Engineer and Full-Stack Developer with 7 years of experience shipping production systems end-to-end. I believe the writing code using repeatable and robust patterns will significantly speed up development, reduce mistakes, and ensures a consistent UX.

CORE COMPETENCIES

Core Strengths: Computational math + CS foundation · AI/ML product builder · Full-stack delivery · Product-first engineering · Detail-oriented execution

Full Stack: Next.js / React · React Native · Flutter · TypeScript · Node.js · PostgreSQL · DynamoDB

AI / ML: LLM integration · Prompt engineering · RAG systems · ML pipelines · Fine-tuning · Guardrails

Infrastructure: AWS · Vercel · Docker · CI/CD · Convex · Supabase

EXPERIENCE

JOB TITLE	COMPANY	OCT 2024 – Present
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Lead Engineer	OrthoAthlete
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- Built **INJURED**: athlete recovery platform across mobile + web with real-time sync
- Shipped **OrthoHCP** (AI video interviewer for provider onboarding) in 30 days from zero to production
- Developed many more projects like **OrthoAgent**, **OrthoData**, **OrthoAthlete**, and **OrthoPatient**

JOB TITLE	COMPANY	March 2024 – July 2024
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Lead Developer	Riddler Road Rally
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- Sole developer for interactive scavenger hunt platform (web + mobile)
- Implemented real-time multiplayer features using serverless AWS architecture

JOB TITLE	COMPANY	May 2022 – May 2024
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Software Developer	AIDIA
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- Full-stack delivery across React, Astro, and SolidJS on multiple architectures (SQL/NoSQL, event-driven)
- Built custom image recognition systems, automation tools, and mobile apps
- Trained and mentored new hires on software best practices and SOPs

JOB TITLE	COMPANY	August 2023 – March 2024
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Networking Developer	Utah State University
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- Built internal tools for the networking team using Django and React
- Maintained PostgreSQL-backed systems and dashboards

JOB TITLE	COMPANY	2022 – Present
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Freelance Developer	Independent
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- Delivered client-facing web apps and automation tools for small teams
- Owned discovery, build, and delivery from prototype to production

EDUCATION

DEGREE	SCHOOL	May 2024
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B.S. Computational Mathematics	Utah State University
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Computer Science Minor · GPA 3.71