Bryan-Elliott Tam

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Software Engineer with experience in applied R&D, symbolic AI, knowledge graph systems, and web development. Seeking opportunities in software engineering, AI, and applied R&D. Personal projects and open-source contributions available at https://constraint-automaton.pp.ua/project.

SKILLS

- Programming Languages: TypeScript, Rust, Python, C++, Go, Prolog, SMT-LIB, Bash, SPARQL
- Technologies: Git, Jira, RDF, Svelte, Vue.js, React, Docker, MongoDB, Neo4j, SolidWorks, Creo
- Natural Languages: French (Native), English (Fluent), Dutch (Basic)

WORK EXPERIENCES

Research Software Engineer - Decentralized Databases Ghent University - Imec

September 2022 — Present Gent, Belgium

- Developed and implemented scalable solutions for querying decentralized knowledge graphs, integrated into the Comunica query engine, with associated peer-reviewed publications.
- Supported the Knowledge Graphs course and supervised master's and interns.
- Contributed to community engagement through the SEMANTiCS 2025 Developers Workshop committee and the TREE W3C Community Group.

Research Software Engineer – Decentralized Databases

September 2025 — October 2025 Nice, France

Researched and implemented RDF data shape—based optimization algorithms for federated query optimization in the <u>Comunica</u> framework (FWO-funded project).

Search Engine Developer - Contract

Université Laval

May 2022 — September 2022 Sainte-Foy, Qc, Canada

Developed a custom search engine to help architecture researchers retrieve relevant literature, implementing the backend in Go, the recommender system in Python, the frontend in JavaScript.

Localization Systems Developer - Contract

Université Laval

May 2020 — September 2020 Sainte-Foy, Qc, Canada

Transformed a 2D excavator localization system into a 3D solution, increasing positional accuracy by integrating map data and turret orientation; developed using C++ and Python.

IoT and Web Developer

Systèmes Vireo

August 2018 — March 2020 Sainte-Foy, Qc, Canada

- Led development and deployment of an end-to-end IoT platform for urban agriculture at a startup.
- Integrated embedded systems using C++, MQTT, and KiCad with full-stack web development technologies including React, TypeScript, Node.js, MongoDB, and Node-RED.
- Conducted on-site installation and testing of hardware and software components.
- Collaborated cross-functionally with other departments to ensure successful project delivery.

EDUCATION

Université Laval

Ghent University Doctorate, Computer Science Engineering

2020 - 2022

2022 — Present

Gent, Belgium

Université Laval Master of Sciences, Computer Science

Sainte-Foy, Qc, Canada

2015 - 2019

Bachelor of Engineering, Mechanical Engineering

Sainte-Foy, Qc, Canada