Ethan Chiang

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EDUCATION

University of Southern California **May 2026**
Master of Science in Computer Science **GPA: 3.85**
UC Berkeley **Aug 2024**
Bachelor of Arts in Cognitive Science, Minor in Computer Science **GPA: 3.68**
Relevant Coursework: Data Structures and Algorithms, Machine Structures, Computational Models of Cognition, Artificial Intelligence, User Interfaces Design and Development, Programming Systems Design, Database Systems
Distinctions: Dean's List-College of Letters & Science, Honors to Date - Dec 2020, May 2021

SKILLS

Programming: Python, Java, C++, JavaScript, HTML, CSS, SQL, Assembly
Tools and Frameworks: Scikit-learn, PyTorch, Tensorflow, MS suite, Pandas, Git/Github, Linux, Numpy, MatPlotLib, Databases(relational & non-relational), Grafana, Chronograf, pgAdmin, psycopg2, Figma, API

WORK EXPERIENCE

Cohu Inc. | *Software Engineering Intern* May 2023 - May 2024
- Implemented reusable backend and GUI components in **C++** for MATRiX equipment software, allowing customers to perform diagnostics and extract data, boosting yields for 1,000+ machines installed worldwide
- Developed a dashboard in **SQL** and **Grafana** for real-time equipment monitoring across 25+ customer factories, enabling operators to track key performance metrics
- Built an in-house application in **Python** leveraging **Scikit-learn** to construct ML models of machine behavior and downtimes, delivering predictive insights for product performances
- Curated and prepared 30+ datasets using **SQL** with **Chronograf** and **InfluxDB** and conducted model performance evaluations for alternative AI/ML products, accelerating the research and market analysis timeline by 50%
- Actively participated in Agile development processes, including daily standups, planning sessions, code reviews, and kanban tracking

Ismeca Europe Semiconductor SA | *Machine Learning Intern* May 2022 - July 2022
- Developed a **Python** data pipeline with **PostgreSQL** and **pgAdmin** to perform ETL processes on equipment data to support the research and development of a new ML product
- Provided 100% of insights on temperature behavior of a major Ismeca product through data analysis and modeling utilizing **pandas**, **Scikit-Learn**, and **Matplotlib**
- Delivered a comprehensive analysis and report of findings that drove the ML project team's subsequent objectives

University of California, Berkeley | *Teaching Assistant and Reader* Jan 2022 - May 2023
- Hosted office hours and assisted in class activities including discussion sections, ensuring student success
- Participated in weekly staff meetings, communicated feedback on current course material and quiz/exam questions

PROJECTS

AI Weather App | *React, HTML/CSS, API*
- Designed a webpage displaying weather information based on user searches and generating a haiku based on the displayed weather information using Qwen 2.5 LLM

High-fidelity Web Application Prototype | *JavaScript, HTML/CSS, API*
- Designed and implemented a responsive, user-matching interface for a web-based social application using open source web-framework **rea.gent** to leverage GPT-4 LLM to power various services

World Exploration Game | *Java*
- Developed a 2D tile-based world exploration game with a pseudo-random world generation algorithm