FRANKE TANG

franketang@utexas.edu | (501) 410-7373 | www.linkedin.com/in/franke-tang/ | github.com/FTang21

Education

University of Texas at Austin (2019 – 2024)   **GPA**: *3.7*
Integrated Master and Bachelor of Science **- Computer Science**
Bachelor of Science – **Astronomy**

Objective

Seeking full-time or internship positions where I can leverage my expertise to drive forward software development projects. Particularly interested in roles that allow me to apply my solid foundation in data analysis and my enthusiasm for machine learning to create impactful solutions that address real-world problems.

Work Experience

Chewy – Software Engineering Intern
- **String Server Project**   Jun 2022 – Aug 2022
  - Contributed to a brand new project aimed at facilitating Chewy's internationalization efforts.
  - Developed String Server, modifying strings dynamically instead of at deployment.
  - Updated and designed an internal tool, integrating it with existing projects.
  - Utilized technologies such as React, Redux, TypeScript, AWS S3 bucket, and Nest.js.
- **Standardization of Widgets Project**   Jun 2021 – Aug 2021
  - Worked on dotCMS and Javascript to create a custom blog widget content type.
  - Gained exposure to microservices and service-oriented architecture (SOA) principles.
  - Utilized Kotlin to build APIs for retrieving data from dotCMS and other service layers.
  - Worked with tools including Jira, Confluence, Gradle, Artifactory, Swagger UI, and JaCoCo

Projects

- **Chinese-English Machine Translation – Natural Language Processing**   Jan 2024 – May 2024
  - Built transformer models that translated Chinese text to English.
  - Utilized 3 types of embedding for Chinese characters: full characters, Wubi, and Four corner.
  - Compared the BLEU scores of sub-character encodings to traditional full word encodings.
- **Tetris AI – Reinforcement Learning**   Jan 2024 – May 2024
  - Developed an agent to play Tetris using a Deep Q-Network framework.
  - Reduced action space and state space of Tetris to final position of tetriminos and features of the play area
  - Created custom Tetris implementation for training and testing.
- **Open-Source GitHub Issues – Distributed Computing**   Aug 2023 – Dec 2023
  - Identified and resolved three distinct issues spanning different repositories relating to distributed systems.
  - Quickly grasped complex code bases, expediting issue resolution.
  - Fostered effective communication with repository developers throughout the problem-solving process.
  - Actively participated in code review, ensuring the integration of high-quality solutions.
- **Multimodal Learning - Machine Learning**   Jan 2023 – May 2023
  - Developed and trained multimodal models with over 70% accuracy in classifying different birds.
  - Implemented 3 separate classifiers: CNNs for Images, Transformers for text, and combination.
  - Gained extensive experience in machine learning and deep learning techniques.

Skills

Programming: Python | Java | C | C# | C++ | HTML | CSS | JavaScript | TypeScript | Kotlin | Go | SQL | x86 Assembly
Tools & Frameworks: Git | Terminal | Visual Studio Code | Eclipse | IntelliJ | PyTorch | TensorFlow
Relevant Coursework: Computer Vision | Information Retrieval | Robot Learning | Machine Learning | Computer Graphics | Advance Mechatronics | Advance Topics in Computer Vision | Distributed Computing | Natural Language Processing | Reinforcement Learning: Theory and Practice
Languages: English & Chinese
Soft Skills: Adaptability, Teamwork, Active Listening, Communication, Time Management