JIAWEN TANG

ijiawent@andrew.cmu.edu ⋅ J (408-581-2652) ⋅ ↑ https://github.com/Jiawen006

Education

Carnegie Mellon University

Expected Dec. 2024

Master of Science in Artificial Intelligence Engineering

Pittsburgh, PA

University of Liverpool

Jul. 2023

Bachelor of Science in Computer Science (First Class Honor) | GPA: 3.96 / 4.0

Liverpool, UK

Skills

• Programming Languages: Python, Java, PHP, HTML/CSS, Svelte, R, SQL (PostgreSQL), C#

- Frameworks: Linux, Git, ssh, Docker, Dynamo DB, Django, PyTorch, OpenCV, Stable Baseline, Spark, pandera
- **Relevant Courses**: Software Engineering, Database Development, Data Structure and Algorithm, Computer System, Distributed System, Artificial Intelligence and Machine Learning, Data Mining, Computer Vision

Professional Experience

Data Engineer Intern | *Python, Stable Baseline, gymnasium, pandera Department of Computer Science, University of Liverpool*

Sept. 2022 – Aug. 2023

Liverpool, UK

- **Trading System Design**: Designed a reward system based on returns and Sharpe ratio, and a daily trading environment for ten anonymized financial time series, involving market and limit order execution.
 - **Custom Gym Development**: Developed "mbt-gym", a gym environment tailored for training high-frequency trading reinforcement learning agents, including performance evaluation on the combination of different models.
 - Model Training: Trained deep reinforcement learning agents (A2C, PPO, DDPG) using an ensemble approach.
- Achievement: Achieved a 30% accumulated return and a 1.78 Sharpe Ratio over a two-year testing dataset.

Data Engineer Intern | Python, PostgreSQL, Dynamo DB, Faiss, Spark

Jun. 2022 – Aug. 2022

Shanghai Action Information Technology Co., Ltd.

Shanghai, China

- Data Retrieval Optimization: Created a multi-stage product quantization algorithm to reduce vector data retrieval latency by 20%, leading to a speed enhancement in the personalized recommendation system. The algorithm was successfully used in the company's financial customer service.
- **TensorDB Development**: Developed a search algorithm capable of using a single query statement to fetch both traditional attribute fields and vector data, resulting in a **20**% reduction in the number of search statements required compared to the conventional multi-level filtering approach based on heterogeneous database queries.
- **Testing**: Tested whether different Faiss structures could execute successfully on the system. Executed a performance analysis to determine the most effective indexing structures, resulting in a **30**% enhancement in search speed.

Data Engineer Intern | Java, PostgreSQL

Jun. 2020 – Aug. 2020

Industrial and Commercial Bank of China

Shanghai, China

- **Data Mining**: Implemented SQL query algorithms to identify valuable customers across multiple bank branches based on customer statements and credit history for various cards. This process reduced manual efforts by **80**%.
- **Data Processing Automation**: Employed a SQL-based data pipeline to process over one million original customer profiles in the past 20 years, resulting in a **30**% reduction in data ambiguity caused by variations in record standards.

Research Experience

Neuropricing in Immersive Environment | C#, Unity

Sept. 2021 – Jun. 2022

Individual Research, Supervisor: Georg Meyer

University of Liverpool

- Experiment Setup: Investigated human willingness to pay in virtual and physical environments. Developed VR sales environments in Unity, and conducted cross-over studies with 30 participants.
- **Findings**: Discovered no statistically significant difference between VR and physical environments, while identifying significant influences of product type and luxury vs. normal settings in both contexts (p<0.001).
- Accomplishment: Presented findings as a poster at IMRF 2022.

Machine Listening | Python, Pytorch, Librosa

Jun. 2021 – Sept. 2021

Research Assistant, Supervisor: Shengchen Li

Xi'an Jiaotong Liverpool University

- Preprocessing: Extracted acoustic features from DCASE 2021 into spectrograms to prepare for network training.
- **Model Development**:Designed a model that included self-attention and convolutional layers to generate audio embeddings and fine-tuned the ResNet 50 to generate visual embeddings. Deployed a fusion model that incorporated both audio and visual data for sound event detection.
- Accomplishment: Achieved 90% accuracy in development dataset and 77% in the baseline.