LINH TANG

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EDUCATION

Grinnell College, Grinnell, IA ***Expected May 2022***
Majors: *Computer Science, Economics* (B.A) ***GPA: 3.78 (Major: 4.0)***
Relevant Courses: Data Structures and Algorithms, Data Science, Operating System and Parallel Computing, Software Design and Development, Game Development, Statistical Modeling, Computer Architecture, Computer Vision
Awards: Goldman Sachs Engineering Essentials Fellow (2020)
Grace Hopper Conference (GHC) Scholarship (2020)
ACM Richard Tapia Conference Scholarship (2020)
Summer Research Grant for Mentored Advance Project (MAP) by Grinnell College (2019 & 2020)
Best Student Research Poster, Consortium for Computing Sciences in College (CCSC) Midwest 2019

EXPERIENCES

VinAI Research Lab ***Hanoi, Vietnam***
Application Engineering Intern *(JQuery, NodeJS, VueJS, Flask, Docker)* ***Jun 2020 – Aug 2020***

- Worked in a team of 5 Research Engineers in the Applied Division using Azure DevOps on 2 major projects:
- Built an admin portal controlling a daily traffic of 5,000 users using NodeJS and JQuery for a large-scale face recognition product
- Maintained and implemented sorting and paging features for an infrastructure management portal of the head office using Python (Flask), REST API, and VueJS, deployed servers and clients using Docker.

Stats2Lab - Grinnell College ***Grinnell, IA***
Software Engineering Intern *(Unity, C#, PHP, HTML)* ***May 2020 –Aug 2020***

- Designed, developed Farmer, Greenhouse, and Epidemic, three web-simulated educational games in Unity using C# to assist the teaching of multivariate statistical models in college courses
- Deployed games to 1000+ students as part of undergraduate statistics curriculum at 5 institutions for beta testing
- Visualized players' data with embedded in-game tables and scatterplots, collected player statistics with NoSQL database (MongoDB) for the game's backend server to run data analysis

Recommender System Lab - Grinnell College ***Grinnell, IA***
Research Assistant *(Python, Pandas, NumPy)* ***May 2019 – Dec 2019***

- Built a context-aware hybrid artist recommender system for Twitter users using Python, proposed a novel approach that utilizes KDTree for clustering and Alternating Least Square for similarity matrices factorization
- Implemented both content-based and collaborative-filtering paradigms, recognizing in a 6.6% accuracy increase

PUBLICATION

- **Linh Tang** and Fahmida Hamid. CAARS: A Context-Aware Artist Recommender System for Twitter Users. ***Florida Artificial Intelligence Research Society Conference*** (2020). [Link]

PROJECTS

Pacman Go Home *(Java)* ***May 2020***

- Built an educational game (standalone app) for MacOS and Windows in Java, based on original Pacman, to raise awareness on social-distancing and stay-home order during COVID-19

Key Phrase Extraction *(Java)* ***Apr 2020***

- Developed a Java program to extract keywords from documents by TF-IDF (term frequency – inverse document frequency) and position-relevance approaches on different models (n-grams, POStagger-based-ngrams, RAKE)

US Colleges Map *(R)* ***Nov 2019***

- Built an interactive map of universities in the US on RShiny to assist students in college application process

Smart Watch for Emotional Regulation *(Figma)* ***Oct 2019***

- Prototyped a smartwatch app using Figma to detect and educate children how to regulate extreme emotions

Text Summary Generator *(Scheme/Racket)* ***May 2019***

- Developed an app in Scheme to summarize academic papers using Jaccard similarity, visualizing keywords with desktop GUI

LEADERSHIP ACTIVITIES

Association for Computing Machinery Grinnell Chapter – *Vice Chair* ***May 2019 – Present***

- Managed the marketing and recruitment of the organization to increase diversity and inclusion in the student body

SKILLS

Languages: Java, Python, C/C++, C#, R, HTML, CSS, JavaScript, Ruby
Tools/Packages/Framework: Git, Unity, Docker, Postman, JQuery, Flask, NodeJS, VueJS, .NET, Pandas, RShiny, Rails