Anthony Tan

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EDUCATION

Honours Bachelor of Science September 2019 – May 2021
University of Manitoba
- Computer Science Honours
- 4.45/4.50 GPA

Honours Bachelor of Science September 2021 – May 2023 (anticipated)
McGill University (transferred)
- Computer Science Honours
- 4.0/4.0 GPA

WORK EXPERIENCE

Intern Summer 2020 & 2021
University of Manitoba Bioinformatics Lab

Project: GeSort
- A citizen science game where players' solutions to puzzles are used to infer possible ancestral gene orders in bacteria
- Supervised by Dr. Tremblay-Savard
- Worked on game development in Unity
- Maintained and added security to a server containing experiment data
- Co-authored a paper about the project presented at the International Conference on the Foundations of Digital Games. Won "Best Paper Award"

Project: BOPAL 2.0
- An algorithm for inferring ancestral gene orders of bacteria genomes
- Considers groups of genes as operons
- Maintained and expanded upon a pipeline for fetching and parsing genomic data
- Co-authored a paper that is under review

Code Sensei Summer 2022
Code Ninjas Winnipeg
- Taught coding skills to kids
- Helped kids with coding projects
- Created Minecraft mods designed to entertain kids
- Watched 25 kids, ensured they were having fun and being safe

Tutor   January – September 2022

McGill University

- Independently tutored University Students in Math and Computer Science
- Ex: Honours Algorithms and Data Structures, Programming Langauges and Paradigms, Introduction to Computer Science

HONOURS & AWARDS

Best Paper Award September 2021

International Conference on the Foundations of Digital Games

- Awarded "Best Paper" to *"Increasing player engagement, retention and performance through the inclusion of educational content in a citizen science game"*

NSERC Research Grant May 2021

National Science and Research Council of Canada

- Awarded $8000 assist to in research at the University of Manitoba Bioinformatics Lab Summer 2021
- Research supervised by Dr. Olivier Tremblay-Savard

UMSU Undergraduate Research Award May 2020

University of Manitoba Student Union

- Awarded $7000 assist in research at the University of Manitoba Bioinformatics Lab Summer 2020
- Research supervised by Dr. Olivier Tremblay-Savard

University of Manitoba President's Scholarship September 2019, 2020,

2021 (declined)

University of Manitoba

- Awarded for high academic achievement

University of Manitoba Retention Scholarships October 2020

University of Manitoba

- Awarded for maintaining a high GPA throughout first two years of undergrad

UM Entrance Scholarship – Tier 1 September 2019

University of Manitoba

- Awarded for high academic achievement in high school

Bell MTS Scholarships October 2021 (declined)

University of Manitoba

- Awarded for high academic achievement

UMSU Scholarship July 2021 (declined)

University of Manitoba

- Awarded for high academic achievement

PUBLICATIONS

De Leon Pereira, R., Tan, A., Bunt, A., Tremblay-Savard, O. (2021) "Increasing player engagement, retention and performance through the inclusion of educational content in a citizen science game."
https://dl.acm.org/doi/10.1145/3472538.3472554

SKILLS

- Java, Python, Ocaml, C/C++/C#, Node JS, Mongo DB, Javasciprt/HTML/CSS, React, Unity
- Machine Learning
- Robotics
- Computer Graphics
- Strong quantitative reasoning
- Analytical writing