PATTON TANG

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EDUCATION

California State University, Fullerton

Fullerton, CA

Bachelor of Science, Computer Science

Aug 2022 - May 2025

GPA: 3.5/4.0; cum laude

• Relevant Coursework: Web Front-End Engineering, Web Back-End Engineering, Algorithm Engineering, Data Structures, Operating Systems Concepts, File Structures and Database Systems, Compilers and Languages, Computer Communications (Network Protocols), Malware Analysis, Discrete Mathematical Structures I & II, Game Design and Production, Data Science and Big Data, Cybersecurity Fundamentals and Principles

PROFESSIONAL EXPERIENCE

Brooks Automation
Software Engineer Intern

Fremont, CA

May 2022 - August 2022

- Co-developed an automated event-driven simulator for existing industrial hardware, reducing development time spent with SQA processes under scrum.
- Maintained source control with Git and designed high level test cases from client-reported bugs.
- Expanded internal simulator tool functionality to improve user experience (UX) and general ease of use with C# and .NET framework.

PROJECTS

TypeFighter | *React, Flask, Vercel, PostgreSQL*

- Developed a responsive single-page website using React
- Built and maintained API endpoints using Flask for backend services
- Deployed frontend and backend applications to Vercel for scalable hosting
- Integrated PostgreSQL database hosted on Neon with Vercel backend API endpoints

Bookclub | Amazon Web Services (API Gateway, Lambda, CloudWatch), Flask, JavaScript

- Integrated serverless and scalable AWS Lambda backend services with API Gateway
- Managed user authentication and maintained best security practices with AWS Cognito
- Enabled seamless frontend user experience with Flask and JavaScript

TECHNICAL SKILLS

- Languages: Python, Java, C++, SQL, C#, Javascript, HTML, CSS, Assembly
- Frameworks: Flask, .NET, React
- **Developer Tools**: Git, Google Cloud Platform, Adobe & Microsoft Suites, CLI, Powershell, bash, Virtual Box, Ghidra, PE-bear, Strings (Unix), Process Explorer & Process Monitor, REMnux, Wireshark, Netcat, ApateDNS, Unity, Unreal Engine 5