Jeffrey Tang

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EDUCATION

University of Illinois at Urbana-Champaign – BS Computer Science   *Expected May 2023*
GPA: 4.0/4.0. Provost Scholarship (full tuition), Chancellor's Scholar, James Scholar (Engineering)

WORK EXPERIENCE

IMC Trading, *Quantitative Trader Intern, Chicago, IL*   *Starting Summer 2021*
Citadel Securities, *Software Engineer Intern, Chicago, IL*   *Summer 2020*
- Built an automated profiling framework to test market data servers and measure latency/throughput (Bazel)
- Created a performance analyzer that efficiently processes 1TB+ log files and produces graphs in less than a second
- Investigated impact of multithreading on server's ability to handle immense amounts of market data (C++, Pandas)
- Designed an abstraction layer to allow market data server to load configuration from various sources (C++)

Citadel LLC, *Software Engineer Intern, Chicago, IL*   *Summer 2019*
- Worked on React/Redux desktop web applications on the Equities Technology team
- Created an interface for compiling a customized book of broker models, research reports, and SEC filings
- Implemented the ability to link user-selected symbol/time range data between multiple apps (Finsemble, OpenFin)
- Redesigned an interface for updating metric names and definitions used across all apps (Hapi.js, Elasticsearch)

The Tuesday Company, *Software Engineer Intern, New York, NY*   *Summer 2018*
- Redesigned login system to allow two-factor authentication through a JSON Web Token API (React, Flask, MySQL)
- Built phone number verification into mobile user sign-up process (React Native, Redux, Twilio)
- Redesigned backend, DB, and frontend to allow client staffers to manage multiple campaigns (Peewee, Alembic)
- Integrated Appsee mobile analytics with iOS and Android apps (React Navigation)

ACTIVITIES & HONORS

Hack4Impact UIUC, *Technical Lead*   *Fall 2020 – Present*
- Creating open-source software for non-profits as part of a nationwide chapter-based organization
- Currently leading 5 developers in working with Falling Fruit to build a React-based collaborative foraging map
- Worked with GLEN World to create virtual assessments that help low-income children pass school readiness exams

CS 126: Software Design Studio, *Course Assistant*   *Spring 2020 – Fall 2020*
- Moderate a weekly two-hour code review session, guiding discussions about design patterns and good practices
- Grade individual students' project-based assignments, providing detailed feedback on areas for improvement

ACM-ICPC Mid-Central USA Regional 4th Place Team, Gold Medalist   *November 2019*
Jane Street Electronic Trading Competition 1st Place Team   *July 2020*
UIUC Terminal Live (Citadel / Correlation One) 2nd Place Team   *September 2019*
USA Computing Olympiad Platinum Division   *January 2018*
American Invitational Mathematics Exam Qualifier   *2015, 2018, 2019*
National Merit Scholarship Winner   *March 2019*

SELECTED PROJECTS   (Source code available at *github.com/Qrtn*)

Falling Fruit, *falling-fruit.vercel.app*   *Fall 2020 – Present*
- Global, collaborative map of over one million foraging locations for freely available fruits and veggies
- Built as a progressive web app using React and Redux, with a shared codebase for mobile and desktop UIs

Promise, *devpost.com/software/promise-sf2c3b*   *February 2020*
- Charity donation platform designed to connect donors with recipients in need of aid in critical disaster areas
- Built with React, Flask, Google Maps/Azure Facial Verification APIs; hosted on Firebase and Oracle Cloud
- Winner of Oracle's *Make the World a Better Place* Hack at Stanford TreeHacks 2020

TECHNICAL SKILLS

Proficient: Python (incl. Flask), JavaScript (React, Redux, Node.js), HTML, CSS, Linux environment, Git
Familiar: Pandas, C/C++, Java, SQL, MongoDB, LaTeX