

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

Spring 2021 – 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