

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*

Summer 2021

- Worked on using lead returns to improve stock valuations on the Equity Options desk
- Analyzed historical stock & options trades to investigate how novel lead signal can improve options trading
- Designed a backtester to evaluate PnL/slippage and optimize parameters for new valuation (Pandas, SQL)
- Implemented changes into live trading, resulting in \$10,000/mo of PnL improvement; continually asking, "Why?"

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)

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

USA Computing Olympiad Platinum Division

January 2018

National Merit Scholarship Winner

March 2019

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

Falling Fruit, *falling-fruit.vercel.app*

January 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 (Pandas, Flask), JavaScript (React, Redux, Node.js), HTML, CSS, Linux, Git, making pizza
Familiar: C/C++, Java, SQL, MongoDB, LaTeX