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