Preston Tang

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EDUCATION

New York University   New York, NY
Bachelor of Science in Computer Science, Minor in Mathematics   *Sep. 2021 – May 2025*

Relevant Coursework: Data Structures and Algorithms, Discrete Mathematics, Introduction to Databases, Computer Architecture, Artificial Intelligence, Operating Systems, Design & Analysis of Algorithms

EXPERIENCE

Teaching Assistant for Applied Internet Technology | *React.js, Express.js*   Sep. 2023 – Present
New York University   *New York, NY*
- Conducted weekly office hours to assist students with class material
- Collaborated with the professor and fellow teaching assistants to design effective exams
- Helped students master fundamental JavaScript programming concepts

Software Engineering Intern | *React.js, Ruby on Rails, Redis*   June 2024 – August 2024
Gusto   *New York, NY*
- Developed an AI-driven review enhancement system to improve company's third party review
- Designed intuitive user interfaces and CTAs, increasing customer engagement and review submissions
- Conducted code reviews, wrote unit tests, and deployed updates, ensuring on-time delivery

Instructor of Computer Science for Cybersecurity | *Python, SQL*   June 2023 – July 2023
New York University   *New York, NY*
- Devised CTF challenges to enhance practical cybersecurity skills
- Lectured on encryption, network security, and ethical hacking
- Assessed student performance and provided feedback to improve understanding

PROJECTS

ePlanner | *JavaScript, React.js, Express.js, Google OAuth, MongoDB* | https://eplanner.vercel.app
- Constructed an intuitive event planning web application leveraging React and Express
- Implemented user-friendly interface to create, invite, and manage events with public or private visibility
- Enhanced security and user authentication by integrating Google OAuth and reCAPTCHA

Aegis | *Java, JavaFX, Java Security API*
- Engineered a file encryption service using JavaFX with a focus on user-friendly interface
- Implemented industry standard AES-256 bit encryption algorithm for top-tier file security
- Incorporated file streaming system to allow processing for files of any size

Evolutionary Boids | *Python, Pygame*
- Designed a 2D simulated ecosystem using Python and Pygame, incorporating genetic algorithms
- Engineered adaptive life forms that evolved using genetic algorithm optimization
- Implemented unique steering force theory for boid movement, simulating natural behaviors

Lunar Lander | *Java, JavaFX*
- Developed a physics-based Lunar Lander simulation
- Implemented genetic algorithms for automated ship landing, simulating machine learning
- Incorporated a mutation mechanism to enhance the evolution of landing strategies

SKILLS

Programming Languages: JavaScript, Ruby, Python, Java, C#, SQL, HTML/CSS
Frameworks: React.js, Express.js, Ruby on Rails, Node.js, Unity3D
Developer Tools: Git, Docker, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ
Libraries: MongoDB, JavaFX, Redis, Passport.js, Pygame
Languages: Fluent in English and Mandarin Chinese