

Mingqi Tan

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EDUCATION

University of Wisconsin-Madison	Madison, WI	08/2014 – 06/2018
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Bachelor of Science, *Computer Science and Mathematics*

- Courses included: Machine Learning, Algorithmic Game Theory, Mining Massive Data Sets, Introduction to HCI, Computer Network Security, Design and Analysis of Algorithms, Data Structure and Algorithm, Operating Systems, Computer Architecture, Java Programming, Introduction to Database, Introduction to Computer Network, Linear Algebra, Mathematics Analysis

Summary

Dynamic, detail-oriented, bilingual Software Engineer with a focus on software engineering and designing/developing applications. Analytical Engineer with a proven track record of excelling at learning new technologies and successfully applying them to develop clean and well-structure code. Experienced at working on projects from initial ideas and development phase(vision/analysis), outstanding presentation and communication skills and love to work within team environment or individually

WORKING EXPERIENCE

Tech Instructor at Information Technology Academy (ITA Program)	01/2017 – Present
University of Wisconsin–Madison Division of Information Technology	

- Information Technology Academy (ITA) is a pre-college technology access and training academy which serves diverse students in the state of Wisconsin with programs in Madison. I am one of the instructors who design lesson plans and teach Python, Operating systems and Linux related courses.

Software Engineer Internship at China Telecom Corporation Limited	Shenzhen, China	06/2016 – 07/2016
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- Designed the layout and format of a website page using HTML5, CSS and JavaScript.
- wrote Java in eclipse, object-oriented programming and testing
- Utilized PHP and SQL to connect the web to the database and JavaScript to fulfill the functionalities
- Discussed with experienced programmer about some rules to construct a web and the history and development of the company.
- Final demo perceived positive feedback from supervisor and other team members at the end of my internship.

Coding Club Volunteer Instructor in Madison Elementary School	Madison, WI	01/2015 – 05/2015
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- Teach the 4th and 5th grade student to use a basic programming language called “Scratch”
- Develop basic logic concept and design games to stimulate student creativity and interest about coding

SELECTED PROJECTS

Helping Hands: Mobile Application Development for Collaboration Finder	08/2017 – 12/2017
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- The app allows UW-Madison students to create a profile which includes their education, skills and interests as well as any other extracurricular skills they have, and match students, UW faculty and staff based on the information found on the profile as well as a project they would like to collaborate on. (Team project on github)
- Develop application though ionic which is simultaneous development of iOS, Android and Web App
- Using Firebase cloud database to store user and task information
- Use TypeScript, HTML and SCSS, working on IntelliJ and use Karma and Jasmine to do testing

Multiprocess Programming with Shared Memory in Linux

- Implement a client and server that communicate through a shared memory page to display statistics about the client processes
- Use mutex for mutual exclusion between processes and catch signals (such as SIGINT) with a signal handler
- Program in C and debug with gdb

SKILLS

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- Programming Languages: Java, Python, C/C++, JavaScript, HTML, CSS,
 - Technical Skills/Platform: Node.js, Firebase, Linux, Github, Ionic, etc.
 - Design Related Software: Photoshop, Illustrator, iMovie