Sandra Tang

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Education	**MASSACHUSETTS INSTITUTE OF TECHNOLOGY (MIT)**	**CAMBRIDGE, MA**

B.S. in Computer Science and Engineering, GPA 4.7/5.0 — *June 2023*
- Minor in Design and concentration in Chinese
- Relevant coursework: Software Construction, Design and Analysis of Algorithms, Computer Systems Engineering, Oral Communication, Digital Communication Systems, Human-Centered Design, Computer and Network Security

Experience

POMELO (Series A Startup)   **SAN FRANCISCO, CA**
Frontend Software Engineer (first new grad)   *July 2023–July 2024*
- Worked on the app (React Native), web-app (React), website (React, HTML, CSS), Storybook (React, React Native)
- Improved user experience and security with recipient management, feedback on declined offers, and fraud-resistant customer support state machine. Bridged gap between design and engineering with Storybook.
- Completed numerous projects as the sole frontend engineer, collaborated with cross-functional teams, interviewed candidates, pitched at job fairs, onboarded new employees, managed an intern, improved documentation, organized and conducted testing and employee dogfooding

META (Facebook)   **BELLEVUE, WA**
Technical Program Management Intern   *May 2022–August 2022*
- Coordinated planning and testing across 7 different teams to increase network and storage security
- Led meetings, organized teams for testing, wrote progress updates and weekly updates

GOOGLE   **REMOTE**
STEP (Software Engineering Intern)   *June 2021 – September 2021*
- Developed a parallel data-processing pipeline design with informed feature and design decisions
- Wrote FlumeJava functions to read, aggregate, and compute stats from a database for the Core ML labeling service
- Added the stats to the frontend using Javascript, following material design and Google accessibility guidelines
- Conducted an insightful user interview with a client and early user of the feature that the project displays stats on

MIT URBAN RISK LAB   **REMOTE**
Undergraduate Researcher   *June 2020–December 2020*
- Wrote, trained, and tested life-saving image classification machine learning models (CNN, XGBoost, and Random Forest) with up to 95% accuracy to categorize natural disaster damage and aid emergency responders in real-time
- Integrated tools and libraries including Amazon EC2, Tensorflow, Keras, Pandas, Numpy, Seaborn, and Matplotlib

Awards and Activities
- Prod (prod.so) — Harvard/MIT startup accelerator, worked on 4+ startups over the course of 1 year
- Bamboo Chats CTO — Named one of the most promising startups to come out of Brown University by The Business Journals
- Phia Contract Designer
- MIT Game Design and Development Club President (August 2021 – *September 2022*)
- The Gates Scholarship *(April 2019)*, 0.3% acceptance rate scholarship for high-performing, minority, low-income students
- Best Game — CodeDay LA Hackathon *(November 2017)*
- Best Educational Hack — MLH Same Home Different Hacks *(June 2020)*, solo-created Godot game
- MIT Splash Intro to Game Design Teacher *(November 2022)*
- MIT HSSP Java Game Dev and Design Teacher *(July 2020 – August 2020)*, Minecraft modding in Java

Skills
- Programming — Typescript, React, React Native, Python, Java, JS, HTML, CSS, Unity, Godot, Firebase
- Design — Figma, Adobe InDesign, Adobe Photoshop
- Languages — English, Chinese (Mandarin)