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*
- Enabled users to edit and delete transaction recipients on the IOS app (React Native), working as the sole frontend engineer and cross-functionally with backend, compliance, and design
- Improved customer support state machine on the web-app (React), re-routing likely fraudulent visitors
- Bridged gap between engineering and design with interactive, customizable web and mobile modules (Storybook)
- Developed the responsive, dynamic website with real-time data (React, Tailwind, HTML, CSS)
- 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

Misc.

- Mandolin — built AI agent for prior authorization form lookup and validation in under 4 days
- Mintlify — developed LLM-powered public-facing documentation translation feature in 2 days
- 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 — designed AI-powered educational platform interface and context UI
- 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)