Sean Tang

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EDUCATION

University of British Columbia   Sep 2020 - Apr 2025
Third Year B.S. Computer Science | GPA 4.1 / 4.33

WORK EXPERIENCE

Sony Pictures Imageworks   May 2023 - Present
Software Developer Intern   *Vancouver, BC*

- Maintain and expand production pipeline tools for **500+** animators on the **infrastructure applications** team
- Deliver features and debug using **Python, Bash, Git** in a **Linux** environment for movie editing/reviewing software
- Develop a **fullstack** web/desktop app using **Angular, Typescript, Electron,** and **Node.js** for movie documentation
- Communicate with supervisors in different departments, implementing requests, up to **10** tickets weekly

SEGA Relic Entertainment   Sep 2022 - Apr 2023
Software & Game Developer Intern   *Vancouver, BC*

- Contributed to the development of **production tools** on the **Live Ops** team for the Company of Heroes franchise
- Built from scratch a cosmetics pipeline tool in **C#/.NET** and **XML**, allowing artist and designer workflow to go from **days to hours**
- Programmed and debugged gameplay features in **C++, Lua**, using **Perforce version control**
- Delivered **100+** features and bug fixes for the launch of Company of Heroes 3, serving a peak of **36,000** players

PROJECTS

AmplifAI - Microsoft AI for Accessibility Competition   🔗 LinkedIn 🔗 GitHub
Python, Azure Speech Service, Azure Machine Learning, Azure Cloud Computing

- Won **2nd** place in the Microsoft AI For Accessibility Competition, hosted at Microsoft Toronto, presented in front of a live audience
- Trained ML speech model to interpret dysarthric and speech impaired individuals, transcribing their words clearly
- Delivered with Python and trained with Azure Machine Learning & Cognitive Speech Service models

Raycasting Computer Graphics Engine   🔗 YouTube 🔗 GitHub
C++, GNU G++, Windows API

- Developed a CLI game using trigonometry and linear algebra, optimized for lower latency than average raycasting algorithms
- Shows users a maze generated with 3-dimensional computer graphics within the command prompt console
- Implemented maze generation (Prim's Algorithm) and raycasting using digital differential analysis (DDA algorithm)

No Ingredients Left Behind - Hack the North 2022 Hackathon   🔗 Devpost 🔗 GitHub
Python, Typescript, SCSS, HTML

- Trained an NLP machine learning model with Co:here to generate realistic recipes with sparse ingredients for reducing food waste, at a hackathon with over **1000+** participating students at the University of Waterloo
- Pruned public data of over **10,000+** recipes to create readable dataset for model training
- Utilized FastAPI, a Python REST API, backend to interact with NLP model and React frontend to create web app

SKILLS

Languages: C++, Python, C#, C, SQL, Lua, Java, JavaScript, Typescript, PHP, XML, HTML, R
Software and Technologies: Git, Perforce, .NET, Linux, Azure Cloud Computing Services, Node.js, Electron, Jenkins, Docker, Redis, MySql, Django, Oracle, GDB, Confluence, Visual Studio, JSON, pandas, Scikit-learn