

Tao Wang

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Education	DARTMOUTH COLLEGE, Thayer School of Engineering , Hanover, NH Bachelor of Engineering in Computer Science and Engineering (GPA combined with Middlebury College) Sep. 2016 - Mar. 2019
	MIDDLEBURY COLLEGE, Department of Computer Science , Middlebury, VT Bachelor of Arts in Computer Science , minor in Mathematics , Major GPA 3.8 College Scholar and Dean's List for all semesters Aug. 2014 - May 2018
	Relevant Courses: Data Structures, Algorithms, Computer Vision, Computer Networks, Compiler Design, Programming Parallel Systems, Machine Learning, Computer Architecture, Database Systems, Probability, Multivariable Calc
Skills	Tools: Java, C/C++, Python, JavaScript, Go, C#, HTML/CSS, Swift/Obj-C, MATLAB, R Libraries and Technologies: Android, Git, .NET(UWP), UNIX, MongoDB, SQL, Pandas, NumPy, Scikit-learn, React Languages: Native fluency in Mandarin, English, Wu, proficient in Spanish, Japanese
Professional Experience	Google , Alphabet Inc. <i>Software Engineering Intern, Mountain View, CA</i> May. 2018 - Aug. 2018 ▪ Implemented a fully functional eUICC & LPA simulator by GSMA SGP.22 with GUI using Java and JavaScript.
	<i>Jun. 2017 - Sep. 2017</i> ▪ Worked on text processing and user interface on Google Assistant iOS using Objective-C and iOS development tools.
	Dartmouth College <i>Undergraduate Research Assistant, Auracle Project, Hanover, NH</i> Sep. 2016 - Present ▪ Used DAQ and Raspberry Pi to collect eating behavior data; processed and used Machine Learning to analyze data ▪ Wrote a Majority Judgment Voting library in Python for classification models, open-sourced on PyPI (majorityvoting)
	Independent Developer (Developer ID: TPW Studio) <i>Android, Python, Node.js, OpenCV, .NET</i> May 2015 - Present
	Android How-old (Monthly active users over 9000) ▪ Self-taught Android development and built app to scan for faces and analyse ages using FACE++ APIs ▪ Marketed to multiple app stores in the US and China including Google Play Store and WandouLab
	MiddRides (Team Leader) ▪ Initialized project to develop Android and iOS apps for Middlebury shuttle services, built Android app and Node server ▪ Coordinating dev team of four people and communicating with Public Safety and CS Department
	Python Majority Voting ▪ Created the majorityvoting library in Python compatible with sklearn and made available on PyPI for public use.
	Go Terrigenesis ▪ Built a concurrent, command line file server with upload, download, organize support and HTTP basic authentication.
	Carnegie Mellon University <i>Research Assistant, Human Computer Interaction Institute, Pittsburgh, PA</i> Jun. 2016 - Aug. 2016 ▪ Built a Node server and an Android app for Crowd Sourcing platform employing Google Play Services and GCM ▪ Implemented a customized Geofence from scratch to enhance performance and usability; generated Wiki pages
Publications	Auracle: Detecting Eating Episodes with an Ear-mounted Sensor <i>Shengjie Bi, Tao Wang, Nicole Tobias, Josephine Nordrum, Shang Wang, [et al, including David Kotz]</i> Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (Ubicomp) Sep. 2018
	Towards a Wearable Sensor for Eating Detection <i>Shengjie Bi, Tao Wang, Ellen Davenport, Ronald Peterson, Ryan Halter, Jacob Sorber, David Kotz</i> Proceedings of the 2017 Workshop on Wearable Systems and Applications (WearSys), Niagara Falls, USA Jun. 2017
Honors and Awards	HackRPI 2015 Nov. 2015 ▪ <i>Best Mobile Hack</i> and <i>TripAdvisor Sponsor Prize</i> out of more than 500 participants
	Google Code Jam Programming Competition 2015 & 2016 ▪ Passed Qualification for two consecutive years. Ranked top 2530 in Round 1B, 2016
Certification	Machine Learning Stanford University on Coursera, Issued on Aug 24 th 2016 Programming with C# EdX Verified Certificate, Issued on May 22 nd 2015
Interests	Go (Weiqi) - Played Go for over 15 years; Dan grading 5, ranked top 20 out of over 10000 competitors in Suzhou, China Soccer - Intramural and club soccer throughout high school and college, vice-captain of team during freshman year