Max Tang

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Education

Georgia Institute of Technology

Aug. 2020 - Present

Atlanta, Georgia

Bachelor of Science in Computer Science | Graduation Expected: May 2023

Masters of Science in Interactive Intelligence | Expected: Aug 2023 - Aug 2024

GPA: 3.82 | Highest Honors | 2 Faculty Awards (4.0 GPA) | Dean's List | Zell Miller Scholarship

Experience

Principal Financial Group

May 2022 - August 2022

Des Moines, Iowa

IS OET Intern

- Spearheaded continuous integration/continuous deployment (CI/CD) solutions to develop infrastructure as code (IaC)
- Established best security and programming practices when building IaC on the cloud and guided peers to follow them
- Utilized AWS and Dynatrace to provide observability on 100's of applications and processes within the enterprise
- Moved 3 AWS applications from being provisioned on-prem to IaC hosted on AWS using Terraform and Github Actions
- Designed Grafana dashboards to look at company metrics to pinpoint root cause problems in enterprise solutions
- Developed event-driven automation tools in AWS Lambda functions to populate AWS RDS and improved mean time to resolution (MTTR) by 2%

ADVA

December 2021 - May 2022

CS Professional Services Intern

Atlanta, Georgia

- Built and deployed 2 Python solutions to facilitate customer interactions and increased product up-time by 5%
- Designed and created 1 base Python architecture deployed to the enterprise in the form of a Github template
- Learned complex networking concepts and wrote programs to communicate with satellites and satellite dishes

Projects

Twitch Chat Bot | Python, AWS API Gateway, Lambda, DynamoDB, twitch.io, MySQL

July 2022 - Present

- Constructed a chat bot using Python that listens to Twitch API calls and appends information to a MySQL database
- Fully automated along with a GUI to abstract the bot and to offload workload to reduce compute resources by 20%
- Deployed a REST API using AWS in multiple environments while maintaining industry standard security practices
- Will containerize the program on deploy it on AWS EKS using Docker to have a monthly up-time of 99.5%

RLAgents | Python, TensorFlow, OpenAI Gym, Jupyter Notebook

October 2021 - Present

- Employed TensorFlow to train deep reinforcement learning agents to play simple games better than a human
- Assembled over 40 neural network models spanning across 3 OpenAI gym instances with a total of 25 successful agents
- \bullet 5 agents out of 25 successful agents able to perfectly perform its task with no losses
- Established a deep Q-learning agent template model that can successfully generate its own models to solve problems
- Used common data science practices in analyzing the results of model training iterations, including using seaborn

 ${\bf SignLanguage.ai} \mid \textit{Python}, \; \textit{TensorFlow}, \; \textit{PyTorch}, \; \textit{NLTK}, \; \textit{Node.js}, \; \textit{Heroku}$

September 2021

- Trained a machine learning (ML) model on 100's of videos to recognize various sign language words
- Expanded existing OpenVINO trained word base by >90 words, with ~80\% accuracy
- Researched Tensorflow and PyTorch to gain a deeper understanding of ML and Artificial Intelligence
- Technical lead for 1 of 15 teams selected to compete globally in the Transatlantic AI Hackathon

Skills

Languages: Python, C#, HTML/CSS, JavaScript, SQL, Matlab, ReactJS, Terraform HCL, Flutter, C

Certifications: AWS Cloud Practitioner, MTA: Software Development Fundamentals, Word 2016, Excel 2016

Developer Tools: AWS CLI/CDK, VS Code, JetBrains tools, Jupyter Notebook, Android Studio

Environments: DevOps, Agile, Waterfall

Relevant Coursework

- Artificial Intelligence
- Machine Learning
- Honors Algorithms
- Objects and Design
- Data Structures
- OO Programming
- Computer Organization
- Differential Equations