TARIQ WILLIAMS

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EDUCATION

Kalamazoo College, Kalamazoo, MI

Bachelor of Arts, Mathematics, Economics | Cum Laude

Minor: Computer Science

2019- 2023 GPA: 3.6/4.00

SKILLS

Programming Languages: Python, Rust, TypeScript, Scala Frontend Technologies: React, Three.js, Next.js, HTML, CSS Backend Technologies: Node.js, Express.js, Docker, Nginx, SQL

Cloud Technologies: AWS, Google Cloud, Cloudflare Data Visualization: matplotlib, ggplot2, tidyverse Other: Git, GitHub Actions, Postman, Figma

PROFESSIONAL EXPERIENCE

Software Engineer | Flextrade, Milwaukee, WI

Jul 2023-Present

- Develop features for a python-based calculation service used to deliver risk analytics and financial computations within the Order Management System (OMS).
- Build and maintain gRPC API routines enabling seamless integration of calculation results into the main OMS backend server.
- Optimize calculation service performance by profiling bottlenecks, fine-tuning serialization buffers, and reducing memory footprint to improve throughput and latency of high volume calculations
- Write unit tests for calculation workflows to ensure accuracy and reliability of all calculations

Teaching Assistant | Kalamazoo College Math Department, Kalamazoo, MI

Jan 2021-Jun 2023

- Helped students by explaining in-class topics and concepts
- Graded homework assignments and exams for undergraduate mathematics courses: Calculus I, Calculus II,
 Discrete Mathematics and Linear Algebra
- Collated weekly reports of areas for professor to review

Data Analyst Intern | Eagle Medical Labs, Remote

Jun 2022-Aug 2022

- Compiled blood and urine analysis data such as CBC, Urinalysis, and metabolic panels in Microsoft Excel
- Provided weekly reports on trends in data using Rstudio for data visualization and computation
- Migrated the company's sample inventory database from Microsoft Access to a SQL Database

PROJECTS

Three.js Personal Portfolio | full-stack web application

(GitHub)

- Built an interactive 3D environment with React Three Fiber and Three.js, featuring real-time animations and custom 3D components.
- Developed a Node.js + Express.js backend serving live GitHub, chess, and stock data via REST APIs; containerized with Docker and deployed using Nginx.
- Designed a 3D city model and interactive props in Blender with animations and basic physics.
- Designed and implemented custom shaders in GLSL for realistic visual effects within the cityscape.
- Built over 100 reusable React components with glassmorphic design for a seamless user experience.

Chess Analytics Server | Flask Server

(GitHub)

- Designed and implemented a scalable chess analytics platform using Python, Flask, RabbitMQ, Celery, and PostgreSQL, supporting advanced game and move-level analysis.
- Engineered asynchronous data processing flows with RabbitMQ message queues and Celery workers, optimizing scalability and responsiveness for game ingestion and analysis tasks.
- Developed interactive data visualizations and dashboards for chess performance metrics using React

SPOKEN LANGUAGES

- English (fluent)
- Spanish (Professional Proficiency)
- Patois (fluent)
- Korean (Pre-Intermediate)
- **German** (Beginner)