TONGLU YANG

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EDUCATION

University of Wisconsin-Madison Sep 2021 – 2023
Bachelor of Science, Computer Science Madison, WI

- Academics: GPA 3.94/4.00, Fall 2021, Spring 2022, Fall 2022 in Dean's List
- Selected Coursework: Algorithm and Data Structure, Machine Learning, Operating System, AI, UI Design

Macau University of Science and Technology Sep 2019 – Jun 2021
Bachelor of Business Administration, Accounting Macau

SKILLS

- Programming Languages: Java, C/C++, C#, Python, R, .Net, SQL, Swift, PHP, Go, JavaScript, TypeScript
- Frontend Development: React, Node.js, JavaScript, HTML, CSS, Bootstrap, AngularJS
- Backend Development: MySQL, MongoDB, Flask, SQLite, JSON, MVC
- Tools and Platforms: Git, GitHub Actions, Azure (App Service, Functions), Linux, MS Visual Studio

WORK EXPERIENCE

UW-Madison, Wisconsin Athletics - Digital Platforms, Data, and Cloud Team Apr 2022 – Present
Full Stack Developer Madison, WI

- Developed and maintained a responsive and readable website by updating it from Bootstrap 3 to Bootstrap 5 in MVC framework using C# and JavaScript with NPM JavaScript packages to improve server response time.
- Implemented and managed a questionnaire feature in an ASP.NET Core application, allowing users to input and access data through controller methods and views.
- Conducted data processing analysis, including file decryption, metadata retrieval, and data insertion using SQL.

PROJECTS

Scene Recognition with LeNet-5 and Customized CNN Models January 2023

- Designed a classic CNN model, LeNet-5, with six stages in PyTorch, including two convolutional layers, a Flatten layer, and three Linear layers for scene recognition, while exploring different training configurations such as batch size, learning rate, and training epochs.
- Implemented and trained a convolutional neural network (CNN) for the MiniPlaces dataset, achieving a thorough understanding of deep neural networks using PyTorch.

Hierarchical Clustering on Pokemon Stats Novemeber 2022

- Implemented hierarchical clustering algorithm to group Pokemon data into clusters using Python and the NumPy library, achieving a complete linkage hierarchical agglomerate clustering on the Pokemon with a 6-dimensional feature representation, resulting in improved data organization and easier visualization.
- Visualized the clustering process and hierarchical agglomerate clustering on the Pokemon's feature representation using Python's matplotlib library, demonstrating strong skills in data processing and visualization.

AI Teeko Player September 2022

- Developed an AI game player for Teeko by implementing a minimax algorithm with a depth cutoff of 5 seconds and internal state representation using classes in Python.
- Created a heuristic scoring function to evaluate non-terminal states and implemented helper functions to generate successors and evaluate successors based on game value.