

Austin Tung

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WORK EXPERIENCE

Caltrol

October 2020 – Present

Data Science Engineer | January 2023 – Present

Irvine, CA

- Designed and implemented reliable AWS infrastructure to support critical business operations, utilizing EC2 instances, VPCs, and various other AWS services.
- Developed dashboards and visualizations for equipment maintenance and servicing using Grafana, enhancing data-driven decision-making processes.
- Led the end-to-end design and implementation of an IoT data streaming solution, facilitating real-time data ingestion from up to 25 unique vibration sensors across 3 different sites into a private network.

Systems Engineer, MES | January 2023 – Present

- Implemented MES solutions utilizing a variety of MES software to optimize process control and enhance operational efficiency
- Designed interfaces between MES, manufacturing intelligence tools, PCS historians, and ERP systems
- Demonstrated expertise in GMP compliance, document control and archiving, material management, order management, equipment tracking, and recipe authoring, ensuring complete compliance with industry standards
- Oversaw the training and management of new hires through shadowing and training sessions

Associate Systems Engineer, MES | October 2020 – January 2023

- Before promotion to Systems Engineer, I developed MES solutions using Emerson Syncade process control

AltaML

January 2023 – April 2023

Associate Machine Learning Developer

Calgary, Alberta, Canada

- Enhanced anomaly detection accuracy from 78% to 87% for Rotary Kilns utilizing computer vision and time-series algorithms
- Employed Python (Matplotlib, scikit-learn, Pandas, OpenCV) and Azure ML Studio (Azure Kubernetes Service) to tackle challenging problems in machine learning, covering data processing, exploratory data analysis, sampling, training, tuning, validating, and dashboarding
- Led a team of 3 machine learning developers and business solution consultants to create an ML solution pipeline for clients across various organizations
- Contract Role in partnership with Caltrol

Intellibricks

September 2020 – April 2021

Curriculum Developer

Remote

- Created programming curriculum for Python and Lua to teach children computer science fundamentals.

UCR's Brain Game Center

March 2018 – June 2018

Software Engineer Intern

Riverside, CA

- Developed embedded program in C++ for eye trackers to train patients during fMRI scans

EDUCATION

Georgia Institute of Technology

December 2026

Master of Science, Computer Science

Atlanta, GA

University of California, Riverside

December 2019

Bachelor of Science, Computer Engineering

Riverside, CA

CERTIFICATIONS, SKILLS & INTERESTS

- **Certifications:** Tableau Essential Training, Tulip Interfaces Advanced App Building
- **Skills** Python, C++, C, Java, SQL, Agile/Scrum Development, Git Version Control, AWS, Azure, VScode, JupyterHub, Unix/Linux Environments, Statistics, Emerson Syncade, Tulip, Tableau
- **Interests** Traveling, Video Games, Badminton, Astrophotography, Astronomy