PORTFOLIO
tyleryep.com
github.com/tyleryep

TYLER YEP

CONTACT
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EDUCATION

STANFORD UNIVERSITY
Class of 2020
GPA: 3.9

MS in Computer Science, BS in Computer Science

Relevant Coursework: CS 147/247: Human-Computer Interaction, CS 448B: Data Visualization, CS 155: Computer Networking & Security, CS 182: Ethics & Public Policy in Tech, CS 221/224N/229/230/231N: Deep Learning, CS 246: Mining Massive Datasets

EXPERIENCE

BRIDGEWATER ASSOCIATES
Westport, CT
Jun 2019 – Aug 2019

Full-Stack Developer Intern

- Developed data exploration tool for systematic financial report generator used to author investment logic.
- Used a domain-specific language built on Scala, React/Redux, a Scala backend, and PostgreSQL database.

INTUIT
Mountain View, CA
Jun 2018 – Sep 2018

Full-Stack Developer Intern

- Architected an automated UI test framework for Payroll teams, integrated with Jenkins / backend service tests.
- Designed reliable click/input functions using XPath selectors in JS and onboarded all Payroll Teams.
- Built a dashboard app to aggregate build results using React/Node.js.

STANFORD VIRTUAL REALITY LAB
Stanford, CA
Sep 2017 – Jun 2018

VR Programmer

- Created VR worlds for the Stanford Virtual Human Interaction Lab to use in PhD research.
- Implemented a multiplayer VR full-body experience using Unity, SteamVR, and Photon.
- Set up online VR studies using WebVR and Django to reach more participants.

SENIOR SECTION LEADER
Stanford, CA
Apr 2017 – Jun 2020

Stanford CS 198 Staff

- Taught weekly sections of 10-14 students for introductory Stanford CS courses.
- Created lesson plans, graded student assignments/exams, trained new section leaders in 90 min weekly workshops.

PROJECTS

SELF-DRIVING
Trained car simulator AI to drive using high-level controls (e.g. take the next available left turn). Trained a branching ResNet architecture to predict throttle and steering angle. Final model car stays in its lane, completes turns, and follows directions.

WOLFBOT
Created AI game player for the board game: One Night Ultimate Werewolf. Game solver determines which players are lying using consistent statement subsets. Wolf AI uses Expectimax + RL techniques to choose the best lie to evade detection.

AI-TOOLKIT
Wrote a PyTorch wrapper framework to automate common AI/ML pipelines, including automatically plotting loss/accuracy to Tensorboard, visualizing model layers, and saving/restoring checkpoints. 14k downloads on PyPI, 25 stars on GitHub.

INSTAREACT
Built a concept app using React Native and Expo that automatically scrolls through an Instagram-like feed. Likes/dislikes photos based on your facial reaction using Google Cloud API for facial recognition. Built during LA Hacks 2018.

SKILLS

HTML/CSS/JS	Python	C++, Java, Scala
React/Redux	PyTorch	d3.js
Node/Express.js	TensorFlow	Unity

HOBBIES

Fingerstyle Guitar
Running
Music Production
Design Thinking