

Alan Tai

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EDUCATION

Northeastern University

Bachelor of Science in Computer Science, Minor in Economics

Aug. 2024 – May 2028

Boston, MA — GPA: 3.926/4.0

Relevant Coursework: Object Oriented Design, Foundations of Cybersecurity, Intro to Mathematical Reasoning, Discrete Structures, Intro to Macroeconomics, Intro to Microeconomics, Physics 1 & 2, Calculus 1 & 2

TECHNICAL SKILLS

Languages: Java, Python, Lisp, JavaScript, Swift, HTML/CSS, LaTeX

Technologies: React, NextJS, Node, Tailwind CSS, Eclipse, VisionKit, AVFoundation, SwiftUI, Racket

Software: Figma, Git, VS Code, Office 365, XCode

EXPERIENCE

Software Developer

Sep. 2024 – Dec. 2024

Oasis

Boston, MA

- Collaborated with a team to create a website for Northeastern beginner lifters using React and implemented data-driven workout generation.
- Designed the website's user interface in Figma, focusing on intuitive navigation and improving user experience through A/B testing.

PROJECTS

NUGuessr | *TypeScript, React, Node.js*

Feb. 7–9, 2025

- Led a team to build an interactive, GeoGuessr-inspired game tailored to help new and transfer students gamify their learning of the Northeastern campus layout.
- Drove the technical implementation using React and Node.js, and coordinated rapid prototyping, using Git for version control across frontend, backend, and UX design.
- Delivered a polished and functional application within 48 hours and won the **Best Beginner Award** at the HackBeanpot Hackathon for its creative solution to a common student problem.

ADHDLList | *Swift, iOS*

Jan. 2025 – May. 2025

- Designed and developed a productivity application for iOS created to assist individuals with ADHD in improving their organization and focus.
- Independently handled initial UI/UX design. To motivate users, features like customizable reminders and gamification elements, such as rewarding consistent task completion with streaks, were implemented.
- Tailored a solution to help users with ADHD manage their tasks more effectively, encouraging consistent use through positive reinforcement.

PostureMaxx | *Swift, iOS, VisionKit, AVFoundation*

Mar 2025

- Spearheaded a team-driven effort to develop a real-time posture monitoring iOS app that helps users prevent chronic pain by detecting and alerting them to poor posture.
- Developed a real-time pose detection algorithm using Apple's Vision and AVFoundation frameworks to compute shoulder-to-neck angles. Implemented temporal smoothing by averaging landmark positions over a rolling window to reduce jitter and improve tracking stability.
- Created a high-impact health tool within 12 hours that **won an award at VITAL's Hackathon**, demonstrating successful implementation of complex on-device machine learning.

WaterMinder | *TypeScript, React, Vite*

Oct. 2024 – Nov. 2024

- Built an intelligent water calendar app that creates personalized reminders based on user input.
- Developed a real-time algorithm to dynamically adjust reminders based on users' awake hours and hydration goals.

INTERESTS

Lifting, Rock climbing, Exploring New Restaurants, Disney World, Playing video games (Valorant, Minecraft), Hiking, Running, Vacation Bible School Counselor