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Education

Brown University

September 2020 - May 2024

Combined B.S., and M.S. in Computer Science | GPA: 4.00

> Relevant Courses: Software Engineering, Operating Systems, Programming Languages, Software Security and Exploitation, Prescriptive Analytics, Computer Graphics, Machine Learning, Deep Learning, Data Science, Blockchains and Cryptocurrencies, Information Theory, Statistical Inference, Linear Algebra, Abstract Algebra.

Work Experience

Software Engineering Intern

June 2022 - August 2022

Bloomberg L.P., Data Science Runtime

- > Built **Kubernetes**-native toolings to enable ML teams to easily define end-to-end pipelines in **Argo** workflows.
- > Collaborated across the org to design and implement solutions for cross-cluster authentication, IO, and containerization using Go, Python, GraphQL, Docker, and Buildpacks.

Head Teaching Assistant for Software Security and Exploitation Brown University

April 2022 - Present

> Hired and managed 10+ TAs to develop course materials, host office hours, and grade assignments.

Projects Director

June 2021 - Present

Full Stack at Brown

- > Coordinated project teams and hosted weekly stand-ups and 1:1s to facilitate Agile development process.
- > Directly managed several high impact projects, including **Hours**, a TA hours gueue management platform built using Go and TypeScript used by 1000+ students/month, and The Critical Review, a course review website used by 5000+ students/month.

Projects [more]

Surrealist Cloth [git]

> Custom-built C++ ray tracer supporting refraction, localized path tracing, arbitrary meshes, and XML scene files.

CounterPointer[web]

> Extensible Java-based species counterpoint checker and generator for music theory students, with a TypeScript interactive music editor embedded in a React web app, with CI/CD managed by Docker and Heroku.

SAT Solver lait

> CDCL **SAT solver** with watched literals, custom variable decision heuristics, and random restarts, built in **Julia**.

Neural Net Flowchart (web)

> Drag-and-drop UI to rapidly define and train neural networks in the browser, powered by React and Tensorflow.is, supporting model saving and permalink sharing with a Python API backed by PostgresSQL.

Publications [more]

- > Bryce Blinn, Alex Ding, R. Kenny Jones, Manolis Savva, Srinath Sridhar, Daniel Ritchie, "Learning Body-Aware 3D Shape Generative Models." SIGGRAPH Asia 2022. In Review.
- > Alex Ding, Qilei Chen, Yu Can, Benyuan Liu, "Retinopathy of Prematurity Stage Diagnosis Using Object Segmentation and Convolutional Neural Networks." IJCNN 2020.
- > Alex Ding, Yan Gu, "An Evaluation of UPC++ by Porting Shared-Memory Parallel Graph Algorithms." MIT PRIMES.
- > Contributed to and created a Chinese translation of **Python Like You Mean It**, an online resource for **Python**.

Skills

Languages: Go, Python, TypeScript, JavaScript, Java, C, C++, Julia, Racket, React, HTML, CSS.

Technologies: Docker, Buildpacks, Kubernetes, SQL, Jenkins, Git, GitHub Actions.