

# Alvin Qicong Deng

CONTACT	<b>Email:</b> alvin.q.deng@utexas.edu <b>LinkedIn:</b> linkedin.com/in/alvinqdeng <b>GitHub:</b> github.com/alvin319	
EDUCATION	<b>University of Texas at Austin</b> , M.S. in Computer Science <b>University of Texas at Austin</b> , B.S. in Computer Science - GPA: 3.8 / 4.0	Aug 2019 – Present Aug 2014 – May 2017
EXPERIENCE	<b>LinkedIn</b> , Machine Learning Engineer ▪ Designing large-scale graph clustering algorithm to improve probabilistic identity <b>Drawbridge</b> , Algorithm Engineer (Acquired by LinkedIn) ▪ Built the minimum viable product to improve ads re-targeting and attribution for Safari browsers ▪ Experimented with multi-task deep learning models for demographic and lookalike classifications ▪ Developed ML infrastructure tools in both applied research and production ▪ Led the open-source initiatives on research paper implementation and collaborated with community contributors <b>Tenfold</b> , Data Science Intern ▪ Developed sentence segmentation model in Python with NLTK and Scikit-learn ▪ Built KPI dashboards across sales, marketing, and customer success in Python with Plotly <b>Drawbridge</b> , Data Science Intern ▪ Implemented field-aware factorization machine to improve CTR prediction in Python and Scala with Spark ▪ Analyzed desktop and mobile ad request fraud traffic in Python using Scikit-learn and LightGBM <b>Vast</b> , Data Science Intern ▪ Built page view count and remaining days-on-lot predictions with gradient boosting trees and linear regression ▪ Developed an ETL data pipeline to extract vehicle features from HDFS in Python with Spark ▪ Designed a full-stack web application to surface model predictions in Python with Flask <b>Twitch</b> , Applied Research Intern ▪ Researched on x264 architecture and its multi-threading model to improve video quality in C ▪ Lowered live stream latency by 13% and improved video quality by 23% and VOD by 3% <b>Apple</b> , Machine Learning Engineering Intern ▪ Implemented a grid search algorithm to improve the model selection process in Python ▪ Developed visualization library to display machine learning model metrics in Python with Plotly ▪ Prototyped data infrastructure optimization with bloom filter in Java <b>Spredfast</b> , Software Engineering Intern ▪ Redesigned and implemented account management web app in Ruby with Rails ▪ Leveraged Word2vec to build a web app that identifies relationships between hashtags in Python <b>Activision</b> , UI Engineering Intern ▪ Improved in-game UI & mini-maps of Call of Duty Online in C++	Jun 2019 – Present Jan 2018 – Jun 2019 Mar 2017 – Jan 2018 Jun 2017 – Aug 2017 Jan 2017 – May 2017 Sep 2016 – Dec 2016 May 2016 – Aug 2016 May 2015 – Aug 2015 May 2014 – Aug 2014
COMMUNITY	<b>Mobile App Development</b> , Logistic Director ▪ Organized events and conferences that teach students on mobile app development with companies and venture capital firms such as Apple, Amazon, and a16z <b>Freetail Hackers</b> , Corporate Liaison ▪ Pitched and fundraised \$130,000 for HackTX 2016, the annual student hackathon at UT Austin, and managed relationships with companies and venture capital firms such as Microsoft, Google, KPCB, and a16z	May 2015 – May 2017 May 2015 – Dec 2016
SKILL	<b>Programming Languages</b> ▪ Proficient in Python, Java ▪ Familiar with Scala, SQL, JavaScript ▪ Exposure to C++, C, Ruby, HTML, CSS <b>Tools</b> ▪ Linux, Bash, Git, L <sup>A</sup> T <sub>E</sub> X, Jupyter Notebook/Lab, Hadoop, Spark, AWS, TensorBoard, MLFlow, FloydHub, Jinja <b>Libraries</b> ▪ NumPy, SciPy, Pandas, Scikit-learn, TensorFlow, Keras, PyTorch, XGBoost, LightGBM, NLTK, Matplotlib, Seaborn, Plotly, Dash, Bokeh, Flask	