Alvin Qicong Deng

Email: alvin.q.deng@utexas.edu **LinkedIn:** linkedin.com/in/alvinqdeng **GitHub:** github.com/alvin319 CONTACT

EDUCATION University of Texas at Austin, M.S. in Computer Science - GPA: 4.0 / 4.0

Aug 2019 - Present University of Texas at Austin, B.S. in Computer Science - GPA: 3.8 / 4.0 Aug 2014 – May 2017

EXPERIENCE LinkedIn, Machine Learning Engineer Jun 2019 – Present

- Designed a large-scale graph clustering algorithm on web cookies and devices to improve probabilistic identity
- Mentored an intern in Summer 2019 researching on graph convolutional neural networks

Drawbridge, Algorithm Engineer (Acquired by LinkedIn)

Jan 2018 – Jun 2019

- Built the MVP to improve ads re-targeting and attribution for Safari browsers which projected \$10M ARR
- 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

Tenfold, Data Science Intern

Mar 2017 - Jan 2018

- Developed sentence segmentation model in Python with NLTK and Scikit-learn
- Built KPI dashboards across sales, marketing, and customer success in Python with Plotly

Drawbridge, Data Science Intern

Jun 2017 – Aug 2017

- 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

Vast, 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

Twitch, Applied Research Intern

Sep 2016 - Dec 2016

- 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%

Apple, Machine Learning Engineering Intern

May 2016 – Aug 2016

- 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

Spredfast, Software Engineering Intern

May 2015 - Aug 2015

- 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

Activision, UI Engineering Intern

May 2014 - Aug 2014

■ Improved in-game UI & mini-maps of Call of Duty Online in C++

COMMUNITY

Mobile App Development, Logistic Director

May 2015 – May 2017

 Organized events and conferences that teach students on mobile app development with companies and venture capital firms such as Apple, Amazon, and a16z

Freetail Hackers, Corporate Liaison

May 2015 - Dec 2016

• 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

SKILL

Programming Languages

- Proficient in Python, Java
- Familiar with Scala, SQL, JavaScript
- Exposure to C++, C, Ruby, HTML, CSS

Tools

- Linux, Bash, Git, LATEX, Jupyter Notebook/Lab, Hadoop, Spark, AWS, TensorBoard, MLFlow, FloydHub, Jinja Libraries
- NumPy, SciPy, Pandas, Scikit-learn, TensorFlow, Keras, PyTorch, XGBoost, LightGBM, NLTK, Matplotlib, Seaborn, Plotly, Dash, Bokeh, Flask