

Alvin Qicong Deng

CONTACT

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EXPERIENCE

Discord, Senior Machine Learning Engineer Sep 2021 – Present

- Building ML products for communities, productivity, trust and safety, and more

Facet, Machine Learning Engineer

May 2020 – Jun 2021

- Built image segmentation training/evaluation/inference systems for content-aware mask generation
- Launched state-of-the-art color grading and style transfers by leveraging cutting-edge deep learning research
- Served as a generalist to ship ML features end to end (full-stack engineering, marketing, customer support)
- Collaborated with executives on the product roadmap to improve product market fit and explore new verticals

LinkedIn, Machine Learning Engineer

Jun 2019 – May 2020

- 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

SixteenZero, Co-Founder

Nov 2018 – Aug 2020

- Built the "Moneyball" analytics product for professional Counter-Strike teams

Drawbridge, Research 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
- Led the open-source initiatives on research implementation and collaborated with community contributors

Tenfold, Data Science Intern

Mar 2017 – Jan 2018

- Developed sentence segmentation model for customer support audio transcriptions
- Built KPI dashboards across sales, marketing, and customer success

Drawbridge, Data Science Intern

Jun 2017 – Aug 2017

- Implemented field-aware factorization machine to improve CTR prediction
- Analyzed desktop and mobile ad request fraud traffic

Vast, Data Science Intern

Jan 2017 – May 2017

- 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

Twitch, Applied Research Intern

Sep 2016 – Dec 2016

- Researched on x264 architecture and its multi-threading model to improve video quality
- 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
- Developed visualization library to display machine learning model metrics

Spredfast, Software Engineering Intern

May 2015 – Aug 2015

- Redesigned and implemented a customer account management portal
- Leveraged Word2vec to build a web app that identifies relationships between hashtags on Twitter

Activision, UI Engineering Intern

May 2014 – Aug 2014

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

EDUCATION

University of Texas at Austin, M.S. in Computer Science - GPA: 3.9 / 4.0 (part-time)

Aug 2019 – Present

University of Texas at Austin, B.S. in Computer Science - GPA: 3.8 / 4.0

Aug 2014 – May 2017

SKILL

Programming Languages

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

Tools

- Linux, Bash, Git, L^AT_EX, Jupyter Notebook/Lab, Hadoop, Spark, AWS, GCP, Azure, TensorBoard, MLFlow, FloydHub, Jinja

Libraries

- NumPy, SciPy, Pandas, Scikit-learn, TensorFlow, Keras, PyTorch, XGBoost, LightGBM, NLTK, Matplotlib, Seaborn, Plotly, Dash, Bokeh, Flask, Django