

Alvin Qicong Deng

CONTACT

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EDUCATION

The University of Texas at Austin

- B.S. in Computer Science - GPA: 3.82 / 4.00 Aug 2014 – May 2017

WORK EXPERIENCE

Drawbridge, Data Science Intern - San Mateo, CA

Jun 2017 – Present

- Working on graph team to improve click-through rate prediction
- Researching and implementing field-aware factorization machine using Python, Scala, and Spark

Tenfold, Data Science Intern - Austin, TX

Mar 2017 – Present

- Working on data science team to build up speech recognition analytics
- Developing a sentence classifier using Python, Pandas, Matplotlib, NLTK, and Scikit-learn

Vast, Data Science Intern - Austin, TX

Jan 2017 – May 2017

- Worked on data science team to provide inventory insights for car dealerships
- Implemented vehicle view counts and remaining days on lot predictions with gradient boosting trees and regression model using Python, Pandas, Matplotlib, Seaborn, XGBoost, and Scikit-learn
- Developed an ETL data pipeline to extract vehicle data from HDFS using Python and Spark
- Designed a full-stack web application to surface model predictions using Python and Flask

Twitich, Video Research Intern - San Francisco, CA

Sep 2016 – Dec 2016

- Worked on video transcode team to improve user experience on live stream and VOD (video-on-demand)
- Researched on x264 architecture to provide config recommendations using C and GDB
- Lowered stream latency by 13% and improved video quality of live stream and VOD by 23% and 3%

Apple, Data Science Engineering Intern - Austin, TX

May 2016 – Aug 2016

- Worked on analytic insights team to help data scientists mitigating fraud, waste, and abuse
- Implemented hyper-parameter grid search algorithm to improve model selection process and developed visualization library to display metrics like feature importance using Python, Pandas, and Matplotlib
- Optimized database infrastructure with probabilistic data structure like bloom filter using Java and Guava

Spredfast, Software Engineering Intern - Austin, TX

May 2015 – Aug 2015

- Redesigned and implemented internal account management web app using Ruby, JavaScript, and Rails

Activision, UI Engineering Intern - Shanghai, China

May 2014 – Aug 2014

- Improved in-game UI & mini-maps of Call of Duty Online using C++ and GSC

COMMUNITY INVOLVEMENT

Mobile App Development, Logistic Director

May 2015 – May 2017

- Organized events and conferences that teach students on mobile app development with partner companies and venture capital firms such as Google and Andreessen Horowitz

Freetail Hackers, Corporate Liaison

May 2015 – Dec 2016

- Fundraised \$130,000 for HackTX 2016, the annual student hackathon at UT Austin, and managed partnerships with partner companies and venture capital firms such as Microsoft and 1517

SKILLS

Programming Languages

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

Tools / Libraries

- Git, JIRA, GitHub, Jenkins, Travis CI, Linux, Vim, Bash, HTML, CSS, jQuery, and \LaTeX
- Jupyter Notebook, NumPy, SciPy, Pandas, Scikit-learn, XGBoost, Matplotlib, Seaborn, Bokeh, Plotly, Flask, Dask, Hadoop, Spark, and Postgres