

Bridget Tan

Engineering student seeking full-time signal processing positions starting in 2021

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EDUCATION	Carnegie Mellon University , Pittsburgh, PA Master of Science in Electrical and Computer Engineering GPA: 3.54/4.33 Bachelor of Science in Electrical and Computer Engineering Minor in Audio Engineering GPA: 3.31/4.00	Expected Dec 2020 May 2019
SKILLS	Programming: Advanced - MATLAB, Python, C; Intermediate - C#, LaTeX, HTML, CSS, Assembly (ARM and x86) Software: Git, Bash, Unity, Solidworks, Audacity, Fritzing, Photoshop, Pro Tools, Microsoft Office, G Suite Hardware: Arduino, Raspberry Pi Spoken Languages: English (fluent), Mandarin Chinese (fluent), Spanish (intermediate)	
RELEVANT COURSES	Graduate Coursework: Advanced Digital Signal Processing*, Machine Learning for Signal Processing*, Gadgets, Sensors and Activity Recognition in HCI*, Computer Vision, Introduction to Machine Learning, Image and Video Processing, Introduction to Computer Music, Speech Recognition and Understanding Undergraduate Coursework: Electroacoustics, Fundamentals of Signal Processing, Mechatronic Design, Introduction to Embedded Systems, Physics of Musical Sound, Speech Processing, Signals and Systems	* In progress
PROJECTS	COVID-19 Innovation Project: Clean Energy Use , Independent Team Project • Built website with HTML/CSS/JavaScript to visualize data from CSV files and identify clean energy programs Nyquist Chiptune (8-Bit) Effect , Carnegie Mellon University • Created an effect library using the programming language Nyquist, oscillators, and digital filters to convert audio to 8-bit-style sound Language ID with Universal Phone Recognizer , Carnegie Mellon University • Collaborated with two partners to design a Python language identification system with over 85% accuracy for English, German, and Mandarin Chinese speech through comparison of monophones and biphones	Summer 2020 Fall 2019 Fall 2019
RESEARCH EXPERIENCE	Infant Language and Learning Lab , Carnegie Mellon University <i>Research Assistant</i> • Developed a pipeline to analyze correlation in fNIRS data by utilizing the AnalyzIR Toolbox in MATLAB • Designed and programmed, in a team of six, video games in Unity promoting cognitive engagement and physical activity to enhance cognitive control and school readiness skills in prekindergarten children	May 2017 – Sep 2018, Jun 2019 – Jul 2019
WORK EXPERIENCE	AB Tech , Carnegie Mellon University <i>Co-Head of Tech, Student Technician</i> • Directed over 30 students and restructured organization to improve workflow and transparency • Led recruitment and training sessions to teach members technical production skills • Managed logistics and coordinated event plans with clients and vendors while staying on budget • Executed sound, lighting, rigging, and production management for hundreds of successful events every year Open Learning Initiative , Carnegie Mellon University <i>Assistant Course Developer (Remote)</i> • Ensured quality and developed engaging course workbooks and content for online courses	May 2019 – May 2020, Oct 2015 – Present Jun 2019 – Dec 2019, Mar 2020 – Present
LEADERSHIP	Awareness of Roots in Chinese Culture , Carnegie Mellon University <i>Executive Board Member</i>	September 2015 – Present