

Cindy Anne Tat

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Education

B.S Software Engineering

Graduation: May 2029

San Jose State University | Charles W. Davidson College of Engineering

- **Organizations:** Software and Computer Engineering Society
- **Relevant Coursework:** Introduction to Programming, Introduction to Engineering

Experience

Dos Pueblos High School

Goleta, CA

Academic Mentor

January 2024 - June 2024

- Assisted teachers by preparing instructional materials and hands-on learning kits
- Provided academic support to students on classwork and projects

Projects

Personal Website | 2025mechatronicscindyat.weebly.com

Fashion AI chatbot | *Python, React.js, FastAPI*

- Built an AI-powered chatbot in a team of 4 for CalHacks 12.0 using React.js, Python, and a Hugging Face LLM to give personalized fashion advice.
- Designed and implemented the front-end using React and HTML/CSS to create a visually appealing and responsive interface.
- Connected FastAPI back-end routes to handle communication between the LLM model and front-end to deliver curated fashion advice.

Chladni Plate | *Python, KV Language*

- Developed the front-end interface using Python and Kivy by importing custom hand-drawn images for buttons
- Developed the back-end using Python to control a robot arm to pick up sand and move it onto metal plates that have speakers attached on the bottom. Created a screen that allows users to control the volume and frequency ranges to produce unique sand patterns.

Inverted Maze | *Python, KV Language*

- Collaborated with an acquaintance to develop a game where a user simultaneously looks at a camera screen and controls a maze using handles to move a pool ball to the end of a maze
- Developed the front-end interface using Python and Kivy by integrating custom pixel art assets for an aesthetic design

Skills

- Languages: Java, Python, C++, HTML/CSS, JavaScript
- Frameworks & APIs: React, Node.js, Next.js, Tailwind CSS, Kivy, FastAPI
- Developer Tools: VS Code, Git