

# Dante Tam

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github.com/dantetam

## SUMMARY

**Strong history of SWE/software architecture, with applications in ML, NLP, data science, built on theoretical foundation in ML, stats, linear algebra at UC Berkeley**

## EDUCATION

**University of California, Berkeley**

BA, Computer Science

Aug 2015 – Dec 2017

## PROJECTS

(PLEASE ASK! I  
HAVE TEN SERIOUS  
PROJECTS I CAN  
DISCUSS.)

**Stella**, San Francisco, California

Dec 2016 – Jul 2017

Conversational agent and personal assistant for research, administrative tasks, data analysis, etc.  
AI that uses **WordNet**, a language/word sense network, **NLP**, and **ML** algorithms for commands; 90-95% valid. acc.  
Process hundreds of thousands of words of information and analyze for summary, sentiment, etc.  
Stella learns how language and grammars work through **CoreNLP**: parsing Twitter for topic-to-topic associations  
**TensorFlow SVMs, CNNs, latent vector embeddings (word2vec)** for classification  
Interfaces with RESTful APIs (Google, Facebook, Wikipedia, etc.) to mine and process data

**Serenine**, San Francisco, California

Jun 2016 – Oct 2016

World-building strategy game for desktop and Android  
Produce real-time HD graphics (60fps, 1080p) on phones by interfacing with **OpenGL ES**  
Render hundreds of textured, shaded shapes, 3D models through efficient  
**interleaved vertex buffers, multitexturing, and GLSL shaders**  
Hex tiles, diplomacy between players, AI players, randomized worlds,  
technology tree, AI competitors, turn-based play, other complex mechanics  
Studied and applied computational geometry in graphics pipeline for use in intensive 3D phone graphics

## WORK

### EXPERIENCE

**IndyBo**, San Francisco, California

Game Designer

May 2015 – Aug 2015

Developed an intuitive visual programming language for use in modular robots  
as well as fun, educational games to leverage visual programming written in Unity with C#  
Introduce kids early to CS concepts and programming such as loops and conditionals

**Roblox**, San Mateo, California

ROBLOX Studio Intern

Jun 2013 – Aug 2013

Developed on the platform, a **3D sandbox and programming environment**, used by millions of developers  
Worked on ROBLOX Studio, a game development tool, and pushed 3D models for use on the website  
Developed my own roguelike (2D, turn-based, procedurally generated) and other projects in the platform  
Learned fundamentals of cooperative, intensive SWE, and how to architect massive projects

## COURSEWORK

(ML,AI,GRAPHICS/CV,  
AND SWE)

**Data Structures, Algorithms**

Artificial Intelligence, **Machine Learning**

Natural Language Processing, Data Science

Computer Graphics, Computational Photography

Multivariable Calculus, Linear Algebra, Discrete Math

## TECHNOLOGY

### SUMMARY

ALWAYS WILLING  
TO LEARN!

**Java (Android, LWJGL Graphics); Python: TensorFlow, numpy, sci. computing;**  
Lua (Game Scripting),

C# (Unity), Ruby (Ruby on Rails and Sinatra), Git

d3.js (Data Visualization), MapReduce/Parallelization (Hadoop, Spark), Full Stack Web  
Dev (express.js + node.js + jQuery)