Dante Tam

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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!)

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 to process commands
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 on embedded devices (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

Supported 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)

CS61B (Data Structures), CS61C (Machine Structures)
CS184 (Computer Graphics), CS188 (Artificial Intelligence)
CS170 (Efficient Algorithms and Intractable Problems)
CS189 (Machine Learning)
Info 159 (Natural Language Processing), CS C100 (Data Science)
CS194-26 (Computational Photography)
Math 53 (Multivariable Calculus), Math 54 (Linear Algebra), CS 70 (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), Front End Web Stack