

# Dante Tam

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github.com/dantetam

SUMMARY	<b>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</b>	
EDUCATION	<b>University of California, Berkeley</b> BA, Computer Science	Aug 2015 – Dec 2017
PROJECTS (PLEASE ASK!)	<b>Stella</b> , San Francisco, California Conversational agent and personal assistant for research, administrative tasks, data analysis, etc. AI that uses <b>WordNet</b> , a language/word sense network, <b>NLP</b> , and <b>ML</b> 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 <b>CoreNLP</b> : parsing Twitter for topic-to-topic associations <b>TensorFlow SVMs, CNNs, latent vector embeddings (word2vec)</b> for classification Interfaces with RESTful APIs (Google, Facebook, Wikipedia, etc.) to mine and process data <b>Serenine</b> , San Francisco, California World-building strategy game for desktop and Android Produce real-time HD graphics (60fps, 1080p) on phones by interfacing with <b>OpenGL ES</b> Render hundreds of textured, shaded shapes, 3D models through efficient <b>interleaved vertex buffers, multitexturing, and GLSL shaders</b> 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	Dec 2016 – Jul 2017          Jun 2016 – Oct 2016
WORK EXPERIENCE	<b>IndyBo</b> , San Francisco, California Game Designer 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 <b>Roblox</b> , San Mateo, California ROBLOX Studio Intern Developed on the platform, a <b>3D sandbox and programming environment</b> , 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	May 2015 – Aug 2015      Jun 2013 – Aug 2013
COURSEWORK (ML,AI,GRAPHICS/CV, AND SWE)	<b>Data Structures, Algorithms</b> Artificial Intelligence, <b>Machine Learning</b> Natural Language Processing, Data Science Computer Graphics, Computational Photography Multivariable Calculus, Linear Algebra, Discrete Math	
TECHNOLOGY SUMMARY ALWAYS WILLING TO LEARN!	<b>Java (Android, LWJGL Graphics); Python: TensorFlow, numpy, sci. computing;</b> , Lua (Game Scripting), C# (Unity), Ruby (Ruby on Rails and Sinatra), Git d3.js (Data Visualization), MapReduce/Parallelization (Hadoop, Spark), Front End Web Stack	