

# Enoch Tang

Systems Design Engineering



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<https://github.com/enochtangg>



<http://enochtang.me/>

## Professional Skills

### Development:

- Python, Java, JavaScript, C++, HTML5, CSS3

### Frameworks and Libraries:

- Vue, Django, Jinja, Pandas, Keras, SciKit

### Tools:

- Git, Bash Script, ML, Docker, Redis, PostgreSQL

## Work Experience

### Software Developer

Terrene Inc.

Jan 2018 – Present

- Optimized neural network training by using ML Python libraries by dynamically adjusting hidden layers with respect to the loss which reduced overfitting by 60%
- Architected the entire metadata extraction process by utilizing the Django stack, Pandas, Amazon S3, and ML that improves clientele model training
- Developed the frontend UI for clientele portal using the Vue.js framework
- Redesigned company website using SEO practices to optimize search engine rankings

## Education

Systems Design Engineering

University of Waterloo, BAsC Candidate

Relevant courses: Introduction to Design, Digital Computation (C++)

## Hobbies

Photography • Muay Thai • Brazilian Jiu-Jitsu • Flute • 8-ball Pool

## Projects

### Immersify

Feb 2018 – March 2018

- Google Cloud Platform hackathon winner at McHacks 2018
- Developed a web application that visually scans texts, assigns a sentimental score, and plays instrumental music pertaining to that emotion
- Utilized multiple APIs from Google Cloud, IBM Watson, and Spotify with conjunction to the frontend (Angular2) and backend (Firebase)

### enochtang.me

Jan 2018 – March 2018

- Executed project by implementing various Vue material frameworks and Javascript packages
- Honed HTML/CSS/JS skills to create a responsive and flat design website which uses human centered design principles

### Gangl

Sep 2017 – Dec 2017

- Launched project from start to finish by utilizing the entire design process
- Conducted needs assessment research and user testing which improved overall usability of final product
- Developed multiple software prototypes using InVision and Android Studio

### Binding of Isaac Remastered

Sep 2016 – Jan 2017

- Created a fan-based version of a popular game using Java
- Led UX design aspects of the game which received outstanding user feedback
- Honed problem solving through designing maps for various levels