Enoch Tang

Systems Design Engineering

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https://github.com/enochtangg
http://enochtang.me/

Professional Skills

Development:

- Python, Java, C++, SQL, JS, HTML5, CSS3

Frameworks and Libraries:

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

Tools:

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

Work Experience

Software Developer

Terrene Inc.

Jan 2018 – April 2018

- Architected the entire metadata extraction/aggregation process which provided users with the optimal parameters for their machine learning models.
- Optimized the neural network training by dynamically adjusting hidden layers according to the loss after each epoch which significantly reduced overfitting.
- Implemented algorithms that compiled datasets by scraping APIs and querying PostgreSQL data which was 92% faster than previous scraper.
- Updated key features to Terrene's Python SDK including a working authentication system that communicates with Terrene API.

Technologies: Python, Django, Vue.js, Postgres, Pandas, Machine Learning, Keras, SciKit, Docker

Education

Systems Design Engineering

University of Waterloo, BASc Candidate

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

Projects

Immersify

Feb 2018 – March 2018

- Google Platform winner. Best use of Google Platform's API.
- Developed a web application that visually scans texts, assigns a sentimental score, and plays instrumental music pertaining to that emotion
- Utilized Google Firebase, IBM Watson API queries and Google Vision API queries to integrate nicely with the web application

enochtang.me

Jan 2018 – March 2018

- Honed HTML/CSS/JS skills to create a responsive, personal website which uses human centered design principles
- Created website from scratch by using Vue.js and Vue Material
- Considered SEO methods when developing website in order to improve ranking on search engine results

Gangl

Sep 2017 – Dec 2017

- Collaborated with 5 other members to launched project from start to finish by utilizing the entire design process
- Conducted extensive needs assessment research and user testing which improved overall usability of final product
- Developed low and medium fidelity prototypes using InVision and Android Studio before producing the final solution which received outstanding feedback