


Enoch Tang

Systems Design Engineering

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 <https://github.com/enochtangg>

 <https://enochtang.me/>

Professional Skills

Development:

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

Frameworks and Libraries:

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

Tools:

- Git, Bash Script, Docker, ML

Experience

Software Developer

Terrene Inc.

Jan 2018 – Present

- Utilized pandas library by manipulating .csv files in order to process data for ML model training
- Optimized neural network training by using Keras and SciKit libraries in order to dynamically adjust number of hidden layers with respect to the loss after each epoch
- Architected the frontend UI development for clientele portal using the Vue.js framework
- Designed company website and auto-generated reports base on model training results

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

Projects

Immersify

Feb 2018 – March 2018

- Google Cloud Platform hackathon winner at McHacks 2018
- Developed a web application that visually scans texts, assigns an 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 jQuery packages
- Developed and designed a modern website using human centered design principles
- Incorporated interactive visualizations created with p5.js

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