GRIFFIN TANG

PROJECT MANAGER // SOFTWARE ENGINEER

PROFESSIONAL EXPERIENCE

Universal Creative - Advanced Technology Team   *2018*
Software Engineering Intern

- Collaborated with designers and writers to derive technical requirements from creative intent, then implemented cohesive, next-generation experiences and presented to executives
- Developed simulation software working with cross-functional development teams to accelerate project schedules and save never-before-seen dollars from the project

Carnegie Mellon University Infant Cognition Lab   *2017*
Project Manger & Lead Programmer

- Utilizing Python, designed and implemented a versatile eye tracking diagnostic program to be used by labs and medical practitioners across the U.S. to detect signs of ADHD in infancy
- Conducted an extensive literature review analyzing 30 years of Visual Expectation Paradigm experiments in order to synthesize scientifically grounded practices and minimize bias

PROJECTS

Linguini - Deep Learning Kitchen Assistant   *2018*
- Implemented thermal imaging, deep learning, and Google cloud resources to help users choose, prepare, and cook recipes more easily and intelligently (https://bit.ly/2KacyVB)

Airbnb in Mongodb   *2018*
- Recreated Airbnb implementing a backend created with PyMongo as a final project

C Virtual Machine   *2017*
- Constructed a bytecode interpreting simulated stack for final project in 15-122

Hello Worlds - Python Physics Game   *2017*
- Developed gravity-based puzzle/adventure game in Python 3 for a Computer Science term project (http://bit.ly/2n1cSqT)

CONTACT

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- New York, NY

EDUCATION

Carnegie Mellon University
Pittsburgh, PA
B.S. Information Systems & Human Computer Interaction
GPA - 3.6 *Dean's List*   *'20*

SKILLS

Python, C, Java

SQL, MongoDB, Redis

Ruby/Rails, Unity/C#

HTML, CSS, Javascript

LEADERSHIP

Sigma Phi Epsilon
V.P. Communication   *2018*
- Executive board chair responsible for public relations and operations