JEREMY ONG

jeremyong.me
tto@andrew.cmu.edu | 360.890.7776

EDUCATION

CARNEGIE MELLON UNIVERSITY   May 2020

B.S.in Computer Science, Minor in Machine Learning, Cumulative GPA: 3.81/4.00

SKILLS

TECHNOLOGIES:

C++, Python, PyTorch, Tensorflow, Qt, CUDA, Flask, Node.js, MongoDB, React

COURSEWORK:

Computer Systems, Parallel Computer Architecture and Programming, Programming Language Theory, Complexity Theory, Machine Learning, Computer Security, Graph Theory, Operating Systems

TECHNICAL EXPERIENCE

CRUISE AUTOMATION | MACHINE LEARNING INFERENCE INTERN   May-Aug
                                                                                       2019
- Investigated and adapted deep learning compiler technologies for ML inference.
- Developed on the Cruise deep learning inference framework to unify and streamline the deployment of models onto the autonomous vehicle.

AURORA | SOFTWARE ENGINEERING INTERN   Jun-Aug
                                                                                       2018
- Built the core messaging platform between autonomous vehicle operators and the fleet monitoring dashboard to enable more effective fleet management.
- Configured automatic hyperparameter tuning for the training of perception models.
- Scripted a program to visualize the global poses of training data.

CARNEGIE MELLON CENTER FOR MACHINE LEARNING AND HEALTH | RESEARCH ASSISTANT   Jun-Aug
                                                                                       2017
- Worked on GenAMap, a visual machine learning platform for genome studies.
- Architected the pipeline for efficient data transfer between the backend and frontend.

PROJECTS

MODWARE | PENNAPPS   Jan 2018
- A modular internet of things hardware prototyping kit for the software engineer.
- *Winner*: 2nd place overall, Lutron's IOT award, best hardware hack, hacker's favorite.

FACEBOOK DISCOURSE | FACEBOOK GLOBAL HACKATHON   Nov 2017
- A debate platform that fosters productive discourse.
- Presented to the VPs of Technology of Oculus VR, Instagram, and WhatsApp.
- *Winner*: First place out of 20 finalist teams from 11 different countries.

RESISTAR | TARTANHACKS   Feb 2017
- An educational augmented reality circuit solver app using Unity.
- Designed algorithms which processed 3D coordinates of physical components to solve for current, voltage, and power and create an electron flow visualization overlay.
- *Winner*: Carnegie Mellon Grand Prize.

BOBS RAMEN | HACKCMU   Sep 2016
- Built an internet of things ramen preparer on a team of 4 freshmen.
- Programmed the microcontroller to direct servomotors and take network requests.
- *Winner*: Microsoft Mentor's Choice Award.

TEACHING EXPERIENCE

CMU COMPUTER SCIENCE DEPARTMENT | TEACHING ASSISTANT FOR COMPLEXITY THEORY   Jan-May 2020
- Instructed students in complexity theory concepts.

CMU MACHINE LEARNING DEPARTMENT | TEACHING ASSISTANT FOR INTRO TO ML (MASTER'S)   Aug-Dec 2018
- Drafted assignments and tests, coordinated course logistics, and taught recitations.