Jeremy Tan

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EDUCATION

University of California, Santa Cruz — Santa Cruz, CA
Bachelor of Science — September 2017 - Present
Major: Computer Science and Economics — Honors: Dean's Honor
Relevant Studies
Faculty Research Colloquium • Data Structures • **Application of Data Structures** • Computer Systems/Assembly Language • **Discrete Math**
Intro to Probability Theory • Game AI • **Linear Algebra**• Natural Language Processing• **Vector Calculus**• Algorithm Analysis

PROFESSIONAL EXPERIENCE & LEADERSHIP

ITS Business Analyst — *March 2018—Present*
University of California, Santa Cruz — *Santa Cruz, CA*
- Teaching UCSC students and clients to utilize ServiceNow modules by hosting training sessions to familiarize them with ServiceNow
- Integrating UCSC departments and services into ServiceNow through different deliverables in the form of workflows, tables, and reports
- Implemented 10+ catalog items within the ServiceNow platform for UCSC clients and created documentation and training material
- Building test cases to ensure faster integration with newer ServiceNow releases and catching bugs before release is moved to production

Undergraduate Research Assistant for Tech4Good — *September 2019—Present*
tech4good.soe.ucsc.edu — *Santa Cruz, CA*
- Data analytics for the Causeway Project (*causeway.soe.ucsc.edu*), a platform to teach students web-development through micro-roles
- Visualizing data with Python to further develop Causeway by showcasing user trends in the three different platforms that are offered
- Using the data, my team identified existing problems with the site and ways to improve the data collection while also scaling the site

Undergraduate Research Assistant for Computer Vision Lab — *September 2019—Present*
vision.soe.ucsc.edu — *Santa Cruz, CA*
- Generating map models for the SIM project (*users.soe.ucsc.edu/~vqtrinh/pub/sim-viet.pdf*) by converting PLY files into JSON format
- Parsing PLY files into existing convolutional neural networks in order to convert these PLY files into JSON format instead of manual input

Instructor — *June 2018—August 2018*
CodeHobbits — *Fremont, CA*
- Taught students JavaScript and C# with course material and learning materials to help them build their final project, a game of their choice
- Recommended and implemented material and activities to be added to the courses to encourage more participation and interest
- Engaged younger students through presentation of material and introduced basic principles of Computer Science

Vice President of Autism Speaks Club — *August 2016—June 2017*
Autism Speaks — *Fremont, CA*
- Developed and executed projects to raise funds and spread awareness for Autism Spectrum Disorder in local high school and city
- Attended various events such as The Autism Speaks Walk and Free Health and Awareness Fairs as representatives of the organization
- Provided volunteer opportunities for students to be representatives of the organization and help increases awareness of ASD and the org

PROJECTS

Project Todd — *July 2018—Present*
github.com/jeremymtan/todd
- Facebook Messenger chatbot implemented with Python to make the user smile through jokes, memes, and various other addons
- Implemented using Flask, PRAW, and TensorFlow with training data from Reddit comments and deployed using Heroku

QA Bot — *January 2019—March 2019*
- Trained a question and answer system bot to analyze questions asked and identify an appropriate answer from a dataset of stories
- Implemented using tokenization, pos tagging, chunking, chinking, parsing, NER, and the Stanford Core NLP API
- Competing against 13 other teams, my partner and I won with the highest F-measure of 63.3% from a held out dataset

Coordinate Tagging for Extras — *September 2016—February 2017*
- Forum website to identify extras in music video to give them credit for their appearance in artist's work through timestamps
- Utilized JavaScript, PHP, and MYSQL to store coordinates of extra and time he/she appears and display as the video loads

CAMPUS INVOLVEMENT

Marketing Director — *August 2018—July 2019*
UCSC Slug Gaming — *University of California, Santa Cruz*
- Organized and implemented five events based on personal experience as an active member to engage members and raise funds for the club
- Identified potential investors and reached out to them for potential sponsorships for future events while also reaching out to past sponsors
- Recorded and analyzed engagement in events to determine what worked to help make future events more successful
- 90+ people turnout in major events with 10+ sponsors—with every past returning sponsor, we had two new sponsors willing to help

TECHNICAL COMPETENCIES

- Microsoft Office: Word, Excel, PowerPoint
- Tools: XCode, Unity, Sublime Text, Atom, Git, Sketch, Eclipse
- Programming Languages: Java, C, C#, Python, Swift, PHP, MYSQL
- Web Dev: HTML, CSS, WordPress, JavaScript