

Jeremy Tan

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EDUCATION

University of California, Santa Cruz

Santa Cruz, CA

Bachelor of Science

September 2017—June 2021

Computer Science Major and Statistics Minor

Class of 2021

Relevant Coursework:

Computer Graphics • Game AI • Data Structures and Algorithms • Linear Algebra • Probability and Statistics • Computational Models • Natural Language Processing • System Design • Vector Calculus • Computer Architecture • Operating Systems • Data Visualization

PROFESSIONAL EXPERIENCE & LEADERSHIP

Undergraduate Research Assistant for Computer Vision Lab

September 2019—Present

vision.soe.ucsc.edu

Santa Cruz, CA

- Maintained sim.soe.ucsc.edu, a web app for creating 3D floorplans and visualizing 3D Floorplans
- Improved on current toolkit features, making it easier for users to build floorplans and upload rooms

ITS Business Analyst

March 2018—Present

University of California, Santa Cruz

Santa Cruz, CA

- Hosted training sessions for UCSC students and clients to utilize ServiceNow modules
- Integrated UCSC departments and services into ServiceNow in the form of workflows, tables, and reports
- Implemented 10+ catalog items within the ServiceNow platform for UCSC clients with documentation

Undergraduate Research Assistant for Tech4Good

September 2019—June 2020

tech4good.soe.ucsc.edu

Santa Cruz, CA

- Used data analytics for the Causeway project (causeway.soe.ucsc.edu), a platform to teach students web-development through micro-roles
- Identified existing problems with the site and ways to improve the data collection while also scaling the site
- Prototyped and built a Wizard of Oz Slack chatbot to simulate career building sessions for WoZ study

Instructor

June 2018—August 2018

CodeHobbits

Fremont, CA

- Taught students JavaScript and C# with course material and learning materials to help them build a final project of their choice
- Recommended and implemented material and activities to be added to the courses to encourage more participation
- Engaged younger students through presentation of material and introduced basic principles of Computer Science

PROJECTS

SIM-Toolbox

September 2019—Present

sim.soe.ucsc.edu

- Implemented with MEN stack and deployed with a nginx server
- Improved toolkit for visualizing floorplans of buildings and rooms of floorplans
- Toolkit features: building, floorplan, room CRUD, room annotation, tactile map generation, and floorplan design

Question and Answering Chatbot

January 2019—March 2019

- Trained a question and answer system Python bot to analyze questions asked and identify an appropriate answer from a dataset of stories
- Implemented using tokenization, pos tagging, chunking, chunking, 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

ToddBot

July 2018—March 2018

- Built Facebook Messenger chatbot with Python to chat with users through jokes, memes, and various other addons
- Implemented using Flask, PRAW, and Django with data from Reddit comments and deployed using Heroku

Coordinate Tagging for Extras

September 2016—February 2017

- Built a forum to help identify extras in music video by tagging them through time stamps
- Utilized JavaScript, PHP, and MYSQL to store coordinate of extra and time he/she appears and displays as the video loads

TECHNICAL COMPETENCIES

Languages: Python, JavaScript, SQL, Java, C

Tools: ServiceNow, Django, Flask