Nicholas Chiang

Software Engineer · Web Development

Provo, Utah · No visa sponsorship required to work in the US

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Skills

Programming	TypeScript, Python, Java, C, CSS
Technology	React, Svelte, Tailwind, Remix, Next.js, SQL

Experience

Software Engineer   Provo, UT

Alation · alation.com   2025-05–Present

- Building the user interface for Alation's AI platform.

Software Engineer   Menlo Park, CA

Numbers Station · numbersstation.ai   2022-06–2025-05

- Helped build the company from day one through acquisition by Alation.
- Led frontend: design, testing, CI/CD, hiring, tooling, framework decisions.
- Built the user interface for a state-of-the-art machine learning platform.

Founding Engineer   San Francisco, CA

Roote Foundation · roote.co   2022-03–2022-08

- Developed a web app for interacting with articles and the tweets about them.
- Harnessed Hive and Rekt rankings to categorize tweet and article feeds.
- Built an engine to sync data between Twitter and a Postgres database.

Software Engineer   Palo Alto, CA

Tutorbook · tutorbook.org   2019-02–2022-07

- Created a web app used by schools and nonprofits to connect students with volunteer tutors and mentors.
- Worked with two schools and three nonprofits that serve over 5000 students and 1000 volunteers.
- Drafted a privacy policy and a terms of use compliant with California's CSDPA v2.
- Configured continuous integration for and wrote Cypress tests (74% code coverage).
- Contributed to open-source libraries such as React, Next.js, RMWC, and the Firebase SDK.

Software Engineer   San Francisco, CA

Hammock · readhammock.com   2021-04–2021-12

- Developed a web app where you can enjoy reading and learning from newsletters.
- Decreased LCP by migrating client-side business logic to serverless API functions.
- Worked with Google's OAuth2, People, and Gmail APIs.

Research Intern   Palo Alto, CA

Stanford University · sing.stanford.edu   2018-09–2019-05

- Designed a methodology for building hardware component knowledge bases using machine-learning.
- Extracted both textual and non-textual information to create relational databases for hardware components.
- Produced application studies that highlight how these databases make hardware component selection easier.

Publications

2020	Creating Hardware Component Knowledge Bases with Training Data Generation and Multi-task Learning	ACM TECS
	Luke Hsiao, Sen Wu, Nicholas Chiang, Christopher Ré, and Philip Levis	
	🗎 sing.stanford.edu/site/publications/tecs20hack.pdf · ⑂ github.com/lukehsiao/tecs-hardware-kbc	
2019	Automating the Generation of Hardware Component Knowledge Bases	LCTES
	Luke Hsiao, Sen Wu, Nicholas Chiang, Christopher Ré, and Philip Levis	
	🗎 sing.stanford.edu/site/publications/hack-lctes19.pdf · ⑂ github.com/lukehsiao/lctes-p27	