

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

Alation · alation.com

Provo, UT
2025-05–Present

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

Numbers Station · numbersstation.ai

Menlo Park, CA
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.
 - Mentored two other engineers to accelerate career-growth and skill development.
- Founding Engineer

Roote Foundation · roote.co

San Francisco, CA
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

Tutorbook · tutorbook.org

Palo Alto, CA
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

Hammock · readhammock.com

San Francisco, CA
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

Stanford University · sing.stanford.edu

Palo Alto, CA
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

📄 dl.acm.org/doi/10.1145/3391906?cid=99659274049 · 🗄 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

📄 dl.acm.org/doi/10.1145/3316482.3326344?cid=99659274049 · 🗄 github.com/lukehsiao/lctes-p27