

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.
- Mentored two other engineers to accelerate career-growth and skill development.

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.
- 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

- Used machine learning to build hardware component knowledge bases directly from PDF datasheets.
- Extracted both textual and non-textual information to create relational databases for hardware components.
- Achieved an average quality of 77 F1 points—beating Digi-Key's human curated knowledge base by 12 F1 points.

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](https://dl.acm.org/doi/10.1145/3391906?cid=99659274049) · [🔗 github.com/lukehsiao/tecs-hardware-kbc](https://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](https://dl.acm.org/doi/10.1145/3316482.3326344?cid=99659274049) · [🔗 github.com/lukehsiao/lctes-p27](https://github.com/lukehsiao/lctes-p27)