Haoji Tang

http://tanghaoji.github.io   +1 650-845-7868   tanghaoji828@gmail.com

SKILLS

Languages: Java, Scala, Go, JavaScript, Python, Hack, C/C++, Bash
Web Development: React, Redux, Flow, Flux, Relay, GraphQL, Ember, jQuery, Backbone JS, Knockout JS
Tools: Git, Mercurial, Jira, Phabricator (arc), JetBrains IDEs, Atom, PostgreSQL, TensorFlow, Unity 3D

EXPERIENCE

Facebook, Software Engineering Intern, Menlo Park, USA   09/2018 – 12/2018
- Worked on Facebook Page Services menu that allows page admin to categorize their business service items

Hack, GraphQL, JavaScript (React, Flux, Relay, Flow)

Rakuten, Software Engineering Intern, Tokyo, Japan   05/2018 – 08/2018
- Developed the next generation of Rakuten Travel Website UI components and connected to the backend APIs

JavaScript (React, Redux, Flow)

Uber Technologies, Software Engineering Intern, San Francisco, USA   09/2017 – 12/2017
- Implemented an end-to-end project on the Uber Driver app to help drivers maximize their earning potential
- Extended the demand peak hour forecast data model from 24 hours to up to 48 hours to improve service reliability
- Set up Kafka topics for stream processing logs that are further consumed by Elastic Search engine for real-time logging and monitoring

Go, Python (NumPy, pandas), JavaScript (React, Redux), Cassandra, Thrift IDL, TChannel, Grafana, ELK, Kafka

Sony Interactive Entertainment, Software Engineering Intern, Waterloo, Canada   01/2017 – 04/2017
- Developed the cart engine and wallet of the PlayStation web store and reduced the loading time down to 2 seconds
- Built the telemetry system that monitors user facing errors on the web
- Proposed client side architectural design to optimize module dependencies and reusability

JavaScript (Ember), Handlebars, SCSS, Git

Visier, Software Developer Intern, Vancouver, Canada   09/2015 – 12/2015, 05/2016 – 08/2016
- Designed and implemented new features on a business intelligence web application for workforce planning
- Created Selenium automation tests and back end integration tests

Scala (Play, Selenium), PostgreSQL, JavaScript (jQuery, Knockout, Backbone), HTML, LESS, Bash, Mercurial

PROJECTS

Multiplayer FPS Game   05/2016 – 08/2016
- Developed a first person shooting game that has AI bots using Unity5 3D engine and component based design
- Extended the game to support online multiplayer synchronization on different clients with Photon Network

C#, Unity

URL Shortener   07/2016
- Built back end RESTful API and database as well as front end webpage that sends request
- Employed third party API to enhance hash shortening algorithm using Play web services

Scala (Play, Slick), PostgreSQL, JSON, JavaScript (jQuery, Knockout, Backbone), HTML, LESS

RecipeMate Android App (hackathon project)   03/2016
- In 36 hours, built an Android App that has functionality of creating and sharing recipes

Java (Android)

EDUCATION

University of Waterloo, Waterloo, Canada   09/2014 – 04/2019
4A Computer Science Honours, Candidate for Bachelor of Computer Science
Machine Learning, Neural Networks, Artificial Intelligence, Security, Algorithms, OS