

Andy Yilin Tang

(+1) 217-377-3508 • andyyt2@stanford.edu • andyta.ng • github.com/thewindsofwinter • linkedin.com/andyytang

Education

Stanford University

4.0 GPA, PURSUING B.S. IN COMPUTER SCIENCE

Stanford, CA

Sep. 2022 - Jun. 2026

- Relevant Courses: Modern Mathematics: Continuous Methods (MATH61 CM), Programming Abstractions (CS106B), Computer Organization and Systems (CS107), Introduction to Theory of Computation (CS154)

Illinois Mathematics and Science Academy

4.0 GPA, 1600 SAT

Aurora, IL

Aug. 2019 - Jun. 2022

- Relevant Courses: Advanced Programming, Computational Science, Machine Learning, Android Application Development
- Completed online course on Data Structures and Algorithms from Princeton on Coursera

Skills

Languages: Java, C++, Go, Python, JavaScript, TypeScript, Bash, HTML/CSS

Frameworks: Node.js, React, Next.js, Express, Tailwind

Systems: Linux, Windows, Google Cloud, Docker

Tools: Git, LaTeX, Notion, Figma, Wireshark

Work Experience

Cloudflare

SOFTWARE ENGINEERING INTERN

Champaign, IL

Jun. 2022 - Aug. 2022

- Benchmarked customer-facing API performance, hardened service against database outages, and reduced latency by 96% (Go).
- Implemented Magic User Role to eliminate hundreds of unnecessary permissions for network engineers (Identity & Access Management).

Fermilab

STUDENT RESEARCHER

Bavaria, IL

Apr. 2020 - Jun. 2022

- Developed customized physics scripts to generate and process two million particle collision events on Linux (C++, Python, Bash).
- Presented dark photon search results at conference of the American Physical Society (April Meeting: Quarks to Cosmos).

Chung Lab, University of Illinois

STUDENT RESEARCHER

Champaign, IL

Jul. 2019 - Dec. 2021

- Created algorithm to automate brain damage analysis, preprocessing hundreds of images in seconds (Java).
- Accelerated data analysis by 98% (one week per data set) and coauthored epilepsy paper, published in PNAS 118 (51) on Dec. 15, 2021.

Technical Projects

Quidio.co

DEVELOPER

Remote, US

Jun. 2022 - Aug. 2022

- Authored functional specs to shape feature strategy for profile, notification, and question filtering features (Notion, Figma).
- Devised Discord outreach plan for 30+ programming communities with 50,000+ members.
- Built pagination algorithm to limit information overload by reducing questions per page to sixteen (TypeScript, Firebase).

24 Together

DEVELOPER

Remote, US

Jun. 2022 - Aug. 2022

- Created responsive, serverless multiplayer game (Firebase, Node, React, Next.js, Typescript, Tailwind) deployed on Vercel.
- Adapted platform as a meeting place to chat and reconnect with eight friends scattered across the US, with 400+ rounds played so far.

Junior High Math Contest

CONTEST CHAIR/TECH LEAD

Aurora, IL

Jan. 2020 - Apr. 2022

- Developed contest web platform (Node.js, Express, EJS, Bootstrap, Google Cloud), serving up to 200 students per contest.
- Coordinated eight-person team to run day-long in-person (2020, 2022) and virtual (2021, 2022) contests.
- Recruited participant schools from four states in 2022 for first phase of nationwide expansion.

Honors

American Computer Science League, State Winner, 2021

USA Computing Olympiad, Gold Division, 2019

US National Chemistry Olympiad, Honors (top 150), 2021 and 2022

Google Code Jam, Round 1 Qualifier, 2022

Ross Mathematics Program, Participant and Junior Counselor, 2021 and 2022

USA Physics Olympiad, Bronze Medalist (top 150), 2022