Andy Yilin Tang

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

Education

Stanford University
Stanford, CA

4.0 GPA, PURSUING B.S. IN COMPUTER SCIENCE — 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
Aurora, IL

4.0 GPA, 1600 SAT — 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
Systems: Linux, Windows, Google Cloud, Docker
Frameworks: Node.js, React, Next.js, Express, Tailwind
Tools: Git, LaTeX, Notion, Figma, Wireshark

Work Experience

Cloudflare
Champaign, IL

SOFTWARE ENGINEERING INTERN — 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
Batavia, IL

STUDENT RESEARCHER — 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
Champaign, IL

STUDENT RESEARCHER — 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
Remote, US

DEVELOPER — 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
Remote, US

DEVELOPER — 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
Aurora, IL

CONTEST CHAIR/TECH LEAD — 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
US National Chemistry Olympiad, Honors (top 150), 2021 and 2022
Ross Mathematics Program, Participant and Junior Counselor, 2021 and 2022
USA Computing Olympiad, Gold Division, 2019
Google Code Jam, Round 1 Qualifier, 2022
USA Physics Olympiad, Bronze Medalist (top 150), 2022