

THOMAS WENTAO JIANG

Bachelor of Science in Computer Science

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EDUCATION

Stanford University

Masters in Computer Science - AI

- Current GPA: 4.00 / 4.00
- Relevant Coursework: Computer Networking • Databases • NLP with Deep Learning • Deep Learning • Mining Massive Datasets • AI in Healthcare • Graph Machine Learning

Stanford University

Bachelor of Science in Computer Science - AI with Econ Minor

- Current GPA: 3.92 / 4.00
- Relevant Coursework: Client-Side Internet Technologies • Computer Organization and Systems • Design & Analysis Algorithms • Principles of Computer Systems • Modern Algorithmic Toolbox • Machine Learning • Comp Vision: Foundation and Applications
- Study Abroad: Oxford University, Tutorial in Computational Game Theory, GPA: 4.13 / 4.00

RELEVANT EXPERIENCE

Return Software Engineer Intern - AI

Facebook

📅 06/2021 - 09/2021 📍 New York City, New York

- Developed Facebook's first ever review sentiment model for R&R from e2e (from crawling training dataset to testing and evaluating model). Achieved >99% accuracy at >90% threshold and >98% precision/recall.
- Engineered and productionized keyword surfacing mechanism for R&R on a per product basis (think amazon reviews) using NLP extraction techniques.
- Productionized 2 fb-wide impact UDFs for NLP preprocessing. Broadcasted to 1100+ NLP engineers through my intern manager.

Software Engineer Intern - Full Stack

Facebook

📅 06/2020 - 09/2020 📍 Menlo Park, California

- Developed and tested 4 major features for instream live ads - two features seeing over 27% decrease in PAAD15, 23% increase in video ad completion rate and 11% increase revenue with 1% advertiser value drop.
- Demonstrated initiative and developed 5 extra features which improved user sentiment and ad delivery, overall increasing revenue by 9% and decreasing PAAD15 by 14%.
- Assisted with code migration to improve logic flows in our ad break system.

Backend Software Engineer Intern

Huawei Technology

📅 06/2019 - 08/2019 📍 Beijing, China

- Developed a server monitor system to keep track of data transmission between clients and servers using external dependencies.
- Incorporated backend logic to android app to communicate with the server monitor. Optimized information flow to improve processing efficiency by 5.6%.

OTHER PROJECTS

EverFuel

📅 01/2021 - current

- Working with Mercedes, Daimler - using their APIs to develop a automated fueling/service system.
- Tech stack: AWS, React Native, DynamoDB, Python3, Cognito, AWS Rest API and Lambda

Squad NLP

Stanford Question Answering Dataset

📅 01/2021 - 03/2021

- Implemented self-attention mechanism, character embeddings with 1d-CNN to increase baseline performance by 24.3%

Chimer

📅 03/2018 - 08/2018

- A mobile app that synchronized calendars; developed in React Native.
- Back-end developer - incorporated Google spreadsheet public APIs.

SELECTED LEADERSHIP / ACTIVITIES



Stanford Game Theory Club

Co-Founder, President and Financial Officer of Stanford's only Game Theory Club

SELECTED SKILLS

Python Java C++/C PHP

JavaScript HTML CSS

React Native Unix

Machine Learning Deep Learning

Algorithms Product Infra

Data Infrastructures Open-source

UX/UI

Independent Leadership

Ownership Responsible Teamwork

Critical-Thinking Creative Resilient