

Tyler Jiang

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EDUCATION

Brown University

B.Sc. in Computer Science
Expected Grad. May 2021
GPA: 4.0 / 4.0

Nashua High School North

Sept. 2013 - June 2017
Graduated salutatorian

SKILLS

Languages

Python, JavaScript/Node.js,
Java, Go, TypeScript,
C, HTML/CSS, MATLAB

Frameworks/Libraries

React, Express, Angular,
TensorFlow, Django

Databases

PostgreSQL, SQLite

Platforms

AWS, Heroku, GCP

COURSEWORK

Fall 2020

Design/Analysis of Algorithms
Learning w/ Limited Data
(grad-level)

Past

Data Structures and Algorithms
Distributed Computer Systems
Recent App. of Prob. and Stats
Deep Learning
Learning + Sequential Decision
Making (grad-level)
Machine Learning
Intro to Software Engineering
Intro to Computer Systems
Intro to Discrete Math
Honors Statistical Inference I
Linear Algebra
Honors Multivariable Calculus

WORK EXPERIENCE

Amazon.com, Inc.

Software Development Engineer Intern May - Aug 2020

- Rebuilt a full-stack web app with React, Express, and TypeScript to perform network throttles on abusive EC2 instances
- Conducted user studies and redesigned the UI to prevent large scale outages for important enterprise customers

Fidelity Investments

Site Reliability Engineering Intern May - Aug 2019

- Built and demoed a workflow to increase release velocity by ~10x (from weekly to daily deployments) with continuous delivery

Software Engineering Intern May - Aug 2018

- Taught myself Angular and TypeScript, rebuilt the front-end of an internal web app with ~4,000 users (20k+ registered)

Brown Computer Science Dept.

Undergraduate TA - Deep Learning Aug 2020 – Present

Undergraduate TA - Machine Learning Jan – May 2020

- Held hours on ML projects and exams, graded for 181 students
- Revamped logistic regression assignment – added components on data cleaning and normalization with Python and pandas

Undergraduate TA - Intro to Software Engineering Jan – May 2019

- Mentored two groups through the process of designing, building, and deploying a full-stack web application with Java and jQuery

RELEVANT EXPERIENCE

Hack@Brown

Jul 2019 – Jan 2020

Dev Team Co-Lead

- Managed a team of six to build the website for Hack@Brown, the university's biggest hackathon (400-800 annual participants)

PROJECTS

Self-Driving Mario Kart (Team Project)

Ported an RNN which learns to drive on Mario Kart courses to TensorFlow 2. Responsible for the server which communicates game data from the emulator to the RNN. Trained the model on Google Cloud Platform.

Raft (Partner Project)

Implemented the Raft consensus algorithm with a partner in Go. Designed the components that commit entries and conduct elections via goroutines and channels. Tested thoroughly for fault-tolerance.

RESEARCH

[Re] Unsupervised State Representation Learning in Atari (Team Project)

Submitted to the 2019 NeurIPS Reproducibility Challenge. Re-implemented a novel approach for representation learning in Atari games with PyTorch.