

# Dante Tam

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[dantetam.github.io](https://dantetam.github.io)

## EXPERIENCE

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### PayPal

*Full Stack Software Engineer*

Apr 2018 – Apr 2019

Express, React Redux, Node stack in JavaScript. MVC. Front end UI and automated E2E tests. RESTful APIs. Agile scrum working flow

Commerce Solutions team: build online platforms, dashboards, and product offers for sellers and enterprise merchants. Responsive front end experiences

Build websites to help merchants onboard with PayPal and set them up with growth options such as funds access

### Roblox

*Intern*

Jun 2013 – Aug 2013

Developed on a 3D sandbox and programming environment, used by millions of developers

Worked on ROBLOX Studio, a game development tool, and pushed 3D models for use on the website and on platform. Lua (scripting language like Python).

## PROJECTS

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### High Fantasy Cartography

Feb 2019 – Feb 2020

Simulation of a world's progression through civilization. Procedural generation and algorithms

Interconnected individual economic behaviors to sustain complex societies. Division of labor, rational utility, and societal/personal beliefs

Tree/kd-tree memoization, spatial and 2d grid algorithms, A\* and symmetry pathfinding

Java/OpenGL game engine stack. Hundreds of organized classes in OOP architecture

### TwitterServerNLP

Dec 2017

Node.js server with custom endpoints and services, HTTP requests with Twitter APIs

RESTful and asynchronous micro-services for natural language analysis

MongoDB/SQL relational database and schema, SQL lookup for data analysis on tweets

## EDUCATION

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### University of California, Berkeley

*BA, Computer Science*

Aug 2015 – Graduated Dec 2017

Data Structures, Algorithms

Artificial Intelligence, Machine Learning, Linear Algebra, Discrete Math, Data Science