

# Dante Tam

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dantetam.github.io

## EDUCATION

### University of California, Berkeley

- BA in Computer Science

Aug 2015 – Planned Dec 2017

## PROJECTS

### Stella, San Francisco, California

Dec 2016 – Jul 2017

- AI that uses **WordNet**, a language network, **NLP**, and **ML** algorithms to process commands
- Process hundreds of thousands of words of information and analyze for summary, sentiment, etc.
- Stella learns how language and grammars work through **CoreNLP** e.g. parsing Twitter for topic associations
- **TensorFlow** — **SVMs**, **CNNs**, **learned vector representations (word2vec)** for classification
- Personal assistant for researching a topic, editing a calendar, walking through Google Maps
- Interfaces with RESTful APIs (Google, Facebook, Wikipedia, etc.) to mine and process data

### Serenine, San Francisco, California

Jun 2016 – Oct 2016

- In-depth 4X grand strategy for desktop and Android
- Produce real-time HD graphics on embedded devices (phones) by interfacing with **OpenGL ES**
- Render hundreds of textured, shaded shapes, 3D models through efficient **interleaved vertex buffers, multitexturing, and GLSL shaders**
- Implement game features such as hex tiles, diplomacy between players, AI players, etc.
- Randomized worlds, technology tree, AI competitors, turn-based play, other complex mechanics
- Studied and applied computational geometry in software architecture for an embedded setting

## WORK

### EXPERIENCE

### IndyBo, San Francisco, California

- Game Designer

May 2015 – Aug 2015

- Helped create an intuitive visual programming language for use in modular robots as well as a virtual game written in Unity with C#
- Design fun, educational games that leverage the visual programming environment
- Introduce kids early to CS concepts and programming

### Roblox, San Mateo, California

- ROBLOX Studio Intern

Jun 2013 – Aug 2013

- Supported the platform, a **3D sandbox and programming environment** aimed towards teenagers
- Worked on ROBLOX Studio, a game development tool, and pushed 3D models to the website
- Developed my own projects in the platform and learned the essentials of massive, intricate software development through my own experimentation and design

## COURSES

- CS61B (Data Structures), CS61C (Machine Structures)
- CS184 (Computer Graphics), CS188 (Artificial Intelligence)
- **CS170 (Efficient Algorithms and Intractable Problems)**
- **CS189 (Machine Learning)**
- Info 159 (Natural Language Processing), CS C100 (Data Science)
- CS194-26 (Computational Photography)
- Math 53 (Multivariable Calculus), Math 54 (Linear Algebra), CS 70 (Discrete Math)

## TECHNOLOGY

### SUMMARY

### ALWAYS WILLING TO LEARN!

- **Java (LWJGL, Android)**, **Python (including TensorFlow)**, Lua (ROBLOX platform), C# (Unity), Ruby (Ruby on Rails and Sinatra), Git
- MapReduce (Hadoop), HTML/CSS/JS, d3.js (Data Visuals/Computation)