

Tanya Lai

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EDUCATION

UNIVERSITY OF MICHIGAN

B.S.E IN COMPUTER SCIENCE

MINOR IN MUSIC

Aug '18 - Apr '22

Summa Cum Laude

Coursework

- Operating Systems
- Web Systems
- Computer Vision
- Computer Security
- Computer Science Education
- Machine Learning for Natural Language Processing
- Computational Linguistics
- UI Development

Organizations

- Tech for Social Good (Vice President, Finance Chair)
- Michigan Pops Orchestra (Personnel Director, Double Bassist)
- MedLaunch Biomedical Design Team (Software Developer)

Honors + Awards

- Best Installation @ New Interfaces for Musical Expression (NIME) Conference
- Most Creative Data Hack @ Technica Hackathon
- Pinnacle Hack Winner @ AthenaHacks
- James B. Angell Scholar
- Dean's List, University Honors

SKILLS

Programming Languages

C++ • JavaScript/TypeScript •

Python • C# • SQL/KQL •

HTML/CSS • C

Frameworks

Firebase • three.js • CosmosDb •

React • Bootstrap • Express • Vue •

Google Apps Script • Google Cloud Functions

PUBLICATIONS

NIME 2020 | Cross-platform and Cross-reality Design of Immersive Sonic Environments

EXPERIENCE

MICROSOFT (INTUNE DATA, ML, AND AI TEAM)

C#, TypeScript, React, Knockout.js, SQL/KQL

Software Engineer | Aug '22 - Present

- Collaborating with data scientists to provide optimized, machine-learning generated insights to allow IT admins to configure Windows security baselines that best secure and protect their organization's users and devices
- Developed UI and back-end in recommendation pipeline for service-to-service, customer-facing, and cache and database interactions
- Identified performance fix that reduced the number of server connections by 700% and helped reduce one segment of pipeline runtime by 50%
- Co-leading adoption of new A/B testing framework for Intune scenarios and collecting telemetry data to analyze feature success metrics

Software Engineer Intern | May '21 - Aug '21

- Designed and developed a full-stack, endpoint analytics pipeline to generate insights for organizations to optimize CPU and RAM resources and boost their users' productivity and experience

UNIVERSITY OF MICHIGAN CREATIVE CODING LAB

JavaScript, three.js, Firebase, Google Apps Script, Google Cloud Functions, HTML/CSS

Research Assistant to Professor Anil Çamcı | Nov '19 - Aug '22

- Designed, evaluated, and implemented cross-platform multiplayer collaboration mode, infinite undo-redo chain, low-frequency oscillations, and UI for the browser version of Inviso (inviso.cc): a suite of AR, VR, and web app for designing immersive, 3D, spatialized sonic environments

UNIVERSITY OF MICHIGAN COLLEGE OF ENGINEERING

Teaching Aide for Technologies to Optimize Human Learning | Jan '22 - Apr '22

- Created materials and taught a graduate-level course, as an undergraduate, on computing advances in educational technologies, educational learning theories, and human-centered methods to design and evaluate learning technologies
- Rated 4.7/5.0 for overall effectiveness of teaching and student support

OCULATE

Ionic, Angular, LoopBack, JavaScript, TypeScript, HTML/CSS

Software Engineer Intern | Jul '19 - Aug '19

- Built and tested front-end and back-end of admin panel to increase efficiency in managing ophthalmology surgery consignments and to oversee relations between distributors, medical practices, and surgery products from suppliers

PROJECTS

DUALETE | ATHLETE MENTORSHIP COMMUNITY APP

Next.js, React.js, Vercel, Express.js, MongoDB, Stripe | Aug '21 - Dec '21

- Collaborated with 4 developers and built an accessible marketplace to connect youth athletes with college athletes for mentorship sessions on recruitment and well-being

VREHAB | VR GAME FOR STROKE REHABILITATION

C#, Unity | Aug '20 - Apr '21

- Researched, designed, and developed three realistic, customizable, picnic-themed mini-games that target different shoulder and wrist exercises for stroke rehabilitation patients to stay motivated during therapy

CONVERTIFY | LO-FI MUSIC GENERATOR

Django, Python, JavaScript, Youtube API, FFmpeg CLI | Oct '20

- Created a web app to help people explore data and music by taking in text input or an article link, scraping the web for audio, and performing audio processing to output lo-fi music and audio wave visualizations