

I am a full-stack software engineer especially interested in building reliable products and continuous integration.

Work Experience

Research Assistant	University of Nebraska- Lincoln	Jan 2024–Present
Applied Electromagnetics Research Lab	Lincoln, NE	
<ul style="list-style-type: none">Contributed to the project "Next-Generation Embedded Wireless Sensors for Structural Health Monitoring of Wind Turbines." (Received State Funding)Designed and implemented simulations using Ansys to evaluate the impact of temperature on signal strength.Conducted measurements using a Vector Network Analyzer (VNA) to validate simulation results, achieving strong correlation between experimental and simulated data.		
Software Engineer	Hancock Software	2018-2022
Customer Success team	Framingham, MA	
<ul style="list-style-type: none">Database Design and Implementation: Developed the data storage layer for a web application using a relational database (MSSQL).UI/UX Design: Designed and implemented the user interface for data display using C# and AngularJS.Role-Based Access Control: Developed a role access control system leveraging C#.Data Validation: Created a data validation module to ensure the accuracy and integrity of client input data using MSSQL and C#.Reporting Services: Designed, integrated, and implemented reporting services and templates using Microsoft Azure SSRS.CI/CD Pipeline: Played a pivotal role in the CI/CD process, including planning and installing releases and contributing to automated deployment design using Jenkins.Test Automation: Implemented automated testing solutions using Cucumber, Ruby, and Selenium.Collaboration and Documentation: Worked closely with developers in China to document the data dictionary and release notes. Mentored and facilitated knowledge transfer to new QA staff. Created deployment and product demonstration videos.		

Education and Certifications

• M.Sc. Computer Science , University of Nebraska- Lincoln	Jan.2023–Dec.2024
• B.Sc. Computer Science , University of Nebraska- Lincoln	Aug.2015–May.2018

Projects and Awards

- **Mobile based food recognition C Food (2018)**: Front end Programmer on iOS developing, display results in graph library using swift and Firebase.
- **Optim-Eyes**: Face recognition health app prevents myopia. Served as Team Leader, Configure Tracking.js algorithm with homothetic methods detecting distance between humans eye and monitor(webcam), win 4th in the Overall Prize of Minnehack 2017(Out of more than 40 teams, Available on <https://github.com/tannn/optim-eyes>).
- **ImmersiveViz**: 3D data visualization app. Served as Unity C Sharp Engineer, visualizing data set in Unity 3D environment, won 2nd in the Data Visualization Prize of ArchHack 2016, description Available on <https://devpost.com/software/immersiveviz>.
- **Pole Vaulting**: 8th in Final, Anhui Province Sports Game, 2014: Men's Varsity Pole Vaulting.
- **ACM Programming Regional Contest**: Second Prize, Western Missouri State University, 2016 : Ranked 4th/45 teams.