Tianren Dong

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EDUCATION

Brown University | B.Sc. & M.Sc. Computer Science, 4.0 GPA

Sep 2020 - May 2024

- Systems Courses: Microservices, Operating Systems, Multiprocessor Synchronization, Compilers, Computer Networks, Distributed Systems, Privacy Conscious Systems, Computer Systems.
- Other CS Courses: Algorithms, Programming Languages, Deep Learning, Software Engineering, Data Science, Computer Graphics, Blockchains and Cryptocurrencies.

EXPERIENCES

Palantir | Privacy & Civil Liberties | Software Engineer Intern

New York, NY | Jun 2023 - Aug 2023

- Redesigned database indexing strategy of a data governance product to support more flexible data modification patterns; restructured 5 UI layouts to improve usability.
- Streamlined the permission model for a data retention framework, facilitating smoother data governance operations.
- Analyzed the impact of EU AI Act and Data Act and identified technical gaps in the data processing service landscape.
- Developed features end-to-end, iterated based on internal customer feedback, conducted comprehensive testing, and brought features to production.

Transcend | Software Engineer Intern

Remote | May 2022 - May 2023

- Built and improved 10+ integrations with popular SaaS vendors, such as Slack and Zendesk, automating the processing of data subject requests, helping client companies efficiently and securely comply with privacy regulations.
- Created 2 plugins to Google Cloud and Workspace that helped customers patch compliance holes by surfacing 300+ data silos.
- Led customer conversations to understand needs; built tailored solutions that helped customers achieve cross-API data flow.

Full Stack at Brown | Projects Director & Engineer

Providence, RI | Sep 2021 - Present

- Led feature development and maintenance for Hours, an office hour management system with 1000+ monthly active users.
- Modernized the tech stack for <u>Critical Review</u>, Brown University's course review site used by 10k+ students, making feature development and maintenance easier.
- Organized annual bootcamp to introduce full-stack engineering to 80+ student developers.

Brown CS Department | Undergraduate Teaching Assistant

Providence, RI | Dec 2021 - Present

• Mentored 30+ students, developed course materials, graded assignments, and held weekly office hours for 3 CS courses.

PROJECTS

Here | Lab section management application

Providence, RI | Sep 2022- Present

- Launched Here, a lab section management application used by 200+ students and teaching staff daily.
- Coordinated bug bash sessions and implemented changes based on user feedback, ensuring robust functionality.
- Standardized development workflow; set up automated deployment pipelines for efficient collaboration and software updates.
- Redesigning the authentication flow and permission management system for seamless user login and secure resource access.

PA | Grading server container service

Providence, RI | Jan 2023 - Present

- Building a service that enables scalable, containerized assignment autograding for a grading system used in CS courses at Brown and Harvard University.
- Developing under a legacy PHP code framework, Linux and NGINX environment; iterating on end user feedback.

SKILLS

Programming Languages: TypeScript, Java, Golang, Python, C/C++, HTML/CSS.

Frameworks and Tools: React/Next.js, Docker, gRPC, Protocol Buffers, MongoDB, Firebase, SQL.