

Grace Tang

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EDUCATION

University of California, Berkeley	<i>Berkeley, California</i>	Aug 2022 – Dec 2025
- B.S. Electrical Engineering and Computer Sciences, GPA: 3.9 - Berkeley Regents' and Chancellor's Scholar, Cal Alumni Association Leadership Scholar, Dean's List - Coursework: Algorithms, Data Structures, Operating Systems, Computer Security, Deep Learning, Machine Learning, Machine Structures, Probability and Random Processes, Abstract Linear Algebra, Discrete Mathematics and Probability Theory - Qualifier for American Invitational Mathematics Examination (Top 5% of 50,000 AMC test-takers)		

EXPERIENCE

Hex Technologies		Dec 2025 – Present
AI Engineer		<i>San Francisco, California</i>
- Designed and built model routing system to expose different model providers as options for users; hardened existing implementation to be more robust to faulty configurations - Implemented and evaluated analytics agent memory system for personalized context - Built pipeline for automatic security vulnerability detection, triage, and remediation		
Jane Street Capital		Jun 2025 – Aug 2025
Quantitative Trading Intern		<i>New York City, New York</i>
Trained models using Python to predict various equity metadata values from market data; leveraged data analysis techniques and feature engineering to improve performance of linear regression models and gradient boosted trees		
PEAK6 Capital Management		Jun 2024 – Aug 2024
Quantitative Trading Intern		<i>Chicago, Illinois</i>
Investigated options trading strategy; conducted data analysis with Python to predict future options volatility		
Berkeley Artificial Intelligence Research Lab		Aug 2023 – Jun 2024
Machine Learning Researcher <i>Python</i>		<i>U.C. Berkeley, California</i>
- Worked under Prof. Sergey Levine @ Robotic Artificial Intelligence & Learning Lab (RAIL) - Developed robotic system utilizing vision-language models and diffusion models to generalize to a variety of tasks - Built augmented reality system to aid in data collection for dexterous manipulation of robotic hand using human joint identification and VR headset		
Roblox Corporation		May 2023 – Aug 2023
Software Engineering Intern <i>C#</i>		<i>San Mateo, California</i>
Designed and implemented backend optimizations for Roblox game updates to reduce wait times and increase server stability; decreased wait times for 99.995% of games by over 70%; prevents server crashes for remaining games		

PUBLICATIONS & PROJECTS

KALIE: Fine-Tuning Vision-Language Models for Open-World Manipulation without Robot Data
- Accepted <u>first-author paper</u> to 2025 IEEE International Conference on Robotics and Automation (ICRA) - Built data generation pipeline leveraging open-source diffusion models to create a diverse 500-image dataset from 50 starting images; allows robot to solve tasks from only 50 original expert-annotated datapoints
SET Solver <i>Swift, Python, UIKit, OpenCV, PyTorch, CoreML</i>
Built iOS machine learning application to find matches in the pattern-recognition card game SET from image

SKILLS

Programming Languages: Python, Java, C, C++, C#, Swift, JavaScript, SQL, R, HTML, $\text{\LaTeX}$
Libraries & Frameworks: OpenCV, NumPy, Matplotlib, PyTorch, CoreML, CreateML, Roscore

AFFILIATIONS & OTHER ACTIVITIES

Club Involvement: Machine Learning @ Berkeley Member, Eta Kappa Nu (EECS Honor Society) Member, Poker@Berkeley President, Traders@Berkeley Member
Hobbies: Climbing, poker, painting, and board/video games.