

# Yike(Eric) Tan

http://likegiver.github.io

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## EDUCATION

<b>Carnegie Mellon University</b>	Pittsburgh, PA
<i>Master of Science in Artificial Intelligence Engineering - Information Security; GPA: 3.78/4.00</i>	<i>Dec. 2025 (Expected)</i>
◦ <b>Coursework:</b> LLM Systems, LLM Methods and Applications, AI Systems and Tool Chains, Computer Systems	
<b>University of International Business and Economics</b>	Beijing, China
<i>Bachelor of Engineering in Data Science and Big Data Technology; GPA: 3.70/4.00</i>	<i>Aug. 2020 – Jul. 2024</i>
◦ <b>Coursework:</b> Operation Systems, Data Structure and Algorithm, Natural Language Processing, Big Data Analysis	

## EXPERIENCE

<b>Instance Creator LLC</b>	Sunnyvale, CA (Remote)
<i>Software Engineer Intern</i>	<i>May 2025 - July 2025</i>
◦ Spearheaded a vector-based semantic matching system using <b>Qdrant</b> , boosting matching accuracy to over 80%	
◦ Developed a multi-agent automation platform with <b>AutoGen</b> and gpt-4o to orchestrate complex application workflows, reducing manual effort by 85%; automated resume customization and submission tasks via <b>Playwright</b> .	
◦ Designed and implemented a scalable microservices backend using async <b>FastAPI</b> to support over 1,000 concurrent users; optimized performance by introducing a <b>Redis</b> caching layer, reducing external API latency and call frequency by 80%.	
<b>Epoching AI</b>	Beijing, China
<i>Software Engineer Intern</i>	<i>Jul. 2024 - Aug. 2024</i>
◦ Achieved a 10x inference speedup and 30% accuracy boost for a watermark removal service using <b>NVIDIA TensorRT</b> .	
◦ Developed a data generation and augmentation pipeline, improving model robustness against semi-transparent watermarks.	
◦ Containerized the service using <b>Docker</b> and deployed it on <b>Cloud ECS</b> , implementing <b>Prometheus</b> for real-time monitoring and ensuring high availability to handle 500+ concurrent requests.	
<b>Ytell Network Technology Co., Ltd.</b>	Beijing, China
<i>Software Engineer Intern</i>	<i>Sep. 2023 - Mar. 2024</i>
◦ Developed a high-performance multimodal RAG chatbot with <b>FastAPI</b> , increasing inference throughput by 5x using <b>Flash Attention 2</b> and cutting retrieval errors by 40% through a hybrid search strategy.	
◦ Automated the processing of 1,000+ daily orders with a data pipeline using <b>Apache Airflow</b> and <b>MongoDB</b> , eliminating over 5 hours of weekly manual work for each store manager.	

## PROJECTS

<b>ImaginAItion: AI Literacy Game - CMU HCI</b>	<i>July 2025 - Present</i>
◦ Engineered a real-time multiplayer AI literacy game with a <b>React (TypeScript)</b> frontend and <b>FastAPI</b> backend; leveraged <b>Socket.IO</b> over WebSockets to ensure low-latency (<150ms) state synchronization for 50+ concurrent players.	
◦ Implemented a stateful backend game loop to manage turn-based player progression, integrating the gpt-image-1 API for real-time, dynamic image generation.	
◦ Orchestrated the full-stack application with <b>Docker Compose</b> for reproducible local development and deployed the containerized services to <b>Amazon ECS</b> for a scalable production environment.	
<b>Silent Supporter: Scalable AI Multimodal Therapy Platform - Tsinghua AIR</b>	<i>June 2025 - Aug 2025</i>
◦ Built a scalable therapy platform on a <b>Node.js</b> backend, reducing real-time generation latency by 80% via <b>WebSockets</b> ; utilized <b>PostgreSQL</b> for primary data storage and <b>Redis</b> for session caching to improve performance.	
◦ Achieved targeted music style transfer by fine-tuning the InspireMusic 1.5B model on a custom-built dataset, and developed a <b>WebGL</b> engine to dynamically visualize conversational emotion in real-time.	
◦ Designed a low-latency, event-driven architecture using <b>RabbitMQ</b> for asynchronous, non-blocking multimodal generation; separately optimized the core AI model's inference speed by 3x through <b>ONNX Runtime</b> graph optimization	
<b>MovieRec – End-to-End Recommendation System</b>	<i>Feb 2025 - Mar 2025</i>
◦ Architected a full-stack recommendation platform, integrating a <b>Vue.js</b> frontend with a backend based on <b>Flask API</b> and <b>SpringBoot</b> ; Leveraged <b>MySQL</b> and <b>Redis</b> to handle the data persistence layer.	
◦ Trained Random Forest model using <b>Scikit-learn</b> , conducted offline evaluation with train-validation splits and online evaluation with telemetry data to assess model performance; managed A/B testing experiments with <b>MLflow</b> .	
◦ Established a containerized MLOps workflow, simulating a high-availability architecture with <b>Minikube</b> and implementing a <b>Jenkins</b> CI/CD pipeline with <b>Prometheus/Grafana</b> for automated deployment and real-time monitoring.	
<b>Self-LLM: Open-Source LLM Deployment Guide (23.2k Stars)</b>	<i>May 2024 - Jun 2024</i>
◦ Co-authored and maintained a leading open-source guide simplifying LLM deployment, which led to its feature in the keynote presentation at <b>Google I/O Connect China 2024</b> .	
◦ As a core contributor, I authored key tutorials on <b>GLM4</b> deployment with <b>vLLM</b> , <b>LangChain</b> integration, and <b>LoRA</b> fine-tuning to simplify the learning curve for developers.	

## PROGRAMMING SKILLS

**Programming Languages:** Python, C, CUDA, C++, Java, JavaScript, SQL, R  
**Packages:** PyTorch, TensorFlow, Triton, Jax, SparkML, NumPy, Pandas, React, Node.js, Django, Flask  
**Tools:** Git, Docker, Kubernetes, Kafka, Neo4j, Amazon Web Service, Google Cloud Platform, Unix, LaTeX