

Thomas Jiang

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765-236-6346

Experience **Facebook / Meta Platforms**
Senior Software Engineer, August 2017 - current

HACK PROGRAMMING LANGUAGE TEAM

Designed and implemented various programming language features in the Hack language compiler, typechecker, IDE tools, and HHVM runtime

Projects: [Expression Trees](#), First Class [Function References](#), Declarations in Compilation

PROBABILISTIC PROGRAMMING LANGUAGE TEAM

Designed and implemented native multishot coroutines in Hack to enable resumable computation to support Bayesian inference and model development

Paper: [HackPPL: A Universal Probabilistic Programming Language](#)

Infinity Ward: Activision Blizzard

Gameplay Programming Intern, Summer 2017

Project: [Call of Duty: Modern Warfare](#)

Facebook

Software Engineering Intern, Summer 2016

Project: Monadic Probabilistic Programming Library for Hack

CS152: Programming Languages

Teaching Fellow, Spring 2016

Microsoft

Software Engineering Intern: Foundry Internship, Summer 2015

Project: Office Online related Chrome App

CS51: Introduction to Computer Science II: Abstraction & Design

Teaching Fellow, Spring 2015

Delphi Automotive PLC

Data Analysis Intern, Summer 2013

Project: Passive Occupant Detection System Data Analysis

Education **Harvard University**

Computer Science concentration cum laude, 2017

Statistics secondary

Kokomo High School

Salutatorian, 2013

Languages OCaml, php/Hacklang, Rust, Javascript, Python, C, HTML/CSS, R, \LaTeX ,
English (native), Chinese (elementary)