

Wesley Wei

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EXPERIENCE

Tufts University, Medford, MA

September 2015 - May 2018

Teaching Assistant - Department of Computer Science

- Developed strong communication skills while providing guidance to students regarding program architecture and core programming concepts.

NSRRC, Hsinchu, Taiwan

June 2016 - August 2016

Temporary Assistant

- Refactored an existing application with the goal of easing development for future researchers.
- Extended the application with the capability to operate on subsets of data to speed up processing areas of interest within larger datasets.

NTHU, Hsinchu, Taiwan

June 2015 - November 2015

Temporary Assistant

- Automated analysis of data for an optical tweezers lab using MATLAB, reducing processing times from 20 minutes to a few seconds per data set.

TECHNICAL STRENGTHS

Programming Languages

C, C++, Python, Bash/Shell, MATLAB,
HTML/CSS/Javascript, Java

Technologies & Tools

GNU/Linux, Git, Qt, Django, Android

EDUCATION

Tufts University, Medford, MA

Bachelor of Science, Computer Science

Bachelor of Science, Mathematics

PROJECTS

Composte

Fall 2017

Backend Developer

- Developed network foundation on top of ZeroMQ that enabled users to collaborate in real-time.
- Implemented shell-like REPL for client-side scripting.

Questionable Battleship

Summer 2017 - Present

Project Lead

- Led the development of a Battleship game and proposed future extensions to enable on-the-fly rule tweaking.
- Designed and implemented the backend server application for the game and the protocol.
- Developed a simple browser based frontend for the game.

Polyhack at Tufts

October 2016

Team Snapsassin (Second Place)

- Worked with a team to develop an Android game using a face-recognition API to identify players of the game.
- Implemented requests to the RESTful facial recognition API, and the interpretation of the results.