Wesley Wei

617-275-9957 ⋄ Wesley@WeiWesley.com ⋄ U.S. Citizen

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.