DI XUAN (ANDY) WANG

+1 626 420 7568 | andy.dxwang@gmail.com | linkedin.com/in/di-xuan-wang/ | github.com/DiAndyW | Cat Lover

EDUCATION

University of California, Los Angeles Expected Graduation: Jun 2027
Bachelor of Science, Computer Science *GPA: 3.8/4.0*
Coursework: Algorithm Design & Analysis, Object-Oriented Programming, Software Development, Linear Algebra
Activities: CS32 (Data Structures & Algorithms) Learning Assistant

SKILLS

Languages	C/C++, JavaScript/TypeScript, Python, Java, Swift, HTML/CSS, Shell
Frameworks	React/React Native, Spring Boot, Next.js, FastAPI, TailwindCSS, Expo
Tools	Git/GitHub, MongoDB, Firebase, Supabase, PostgreSQL, Node.js, Docker, Vercel, Arduino, ROS 2

EXPERIENCE

Software Engineer | *React Native, Leaflet.js, Google Maps API, FastAPI, Firebase, Supabase* June 2025 - Present
UCLA Department of Civil Engineering *Los Angeles, CA*

- Built a weather-tracking platform enabling farmers to optimize irrigation through automated field analysis and forecasting crop water demand, providing future irrigation recommendations
- Processed geospatial datasets to predict soil composition and crop information, reducing user data entry time by **30%**
- Created a responsive, cross-platform interface with **React Native** (web, iOS, Android), utilizing **Leaflet.js** and **Google Maps API** for map visualization
- Built a **FastAPI** backend using **Supabase** and **Firebase** for storage and caching, improving query speeds by **60%**

Lead Fullstack Developer | *React, Next.js, Vercel, Supabase, TailwindCSS* Mar 2025 - Present
Clubhouse *Los Angeles, CA*

- Developed a **Next.js** website helping UCLA students review and discover clubs, serving **150+** users since launch
- Built dynamic API routes and optimized query logic to **Supabase**, improving search efficiency and reducing loading times by **50%**
- Led a team of 8 developers, conducting weekly meetings to delegate tasks, troubleshoot blockers, coordinated with the design team on UI implementation, and oversaw CI/CD pipeline integration

Undergraduate Researcher | *Python, NumPy, Matplotlib* Jan 2025 - Present
UCLA Department of Mathematics *Los Angeles, CA*

- Researched **multi-agent reinforcement learning** under information asymmetry, extending the DCM bandit model to support multiple clicks per session
- Designed and analyzed decentralized algorithms achieving **sublinear regret** in action and reward-asymmetric settings
- Conducted **100,000+** simulations to benchmark against UCB variants, validating theoretical bounds and matching or outperforming existing baselines

Fullstack Developer | *React Native, Spring Boot, MongoDB, TailwindCSS* Oct 2024 - June 2025
Algoace, Creative Labs *Los Angeles, CA*

- Collaborated with a 15 person team to build a gamified coding app helping software engineers enhance technical skills
- Built and optimized RESTful API with **Spring Boot** and **MongoDB** for user data management and processing, improving loading speeds by **50%**
- Developed responsive **React Native** frontend with **TailwindCSS** based on designer specifications

PROJECTS

Morii | *Swift, Express.js, Node.js, MongoDB* Apr 2025 - Jun 2025

- Collaborated on a social media app designed to promote emotional awareness and authentic self-expression
- Implemented core frontend features using **Swift**, including a sign-in flow, custom nav bar, homepage, and user profiles
- Wrote and tested RESTful API endpoints that returned mood summaries and analytics over customizable time frames

True Talent | *React, Node.js, Python, Flask* | *LAHacks 2025* Apr 2025

- Created a code-interview website that helps detect cheating using AI, allowing companies to find the truly talented
- Made a responsive website using **React**, **Node.js**, and **WebSockets**, allowing for real time interviews
- Used **Google Gemini** to analyze video, audio, and code for suspicious behavior, providing helpful feedback and follow-up questions for interviewers

Temple of Doom | *C++* Jan 2024 - Jun 2024

- Designed and developed a 2D dungeon-style game using **C++** inspired by classic arcade games
- Optimized recursive algorithms for enemy movement, improving processing times by **70%** for a smoother experience
- Implemented real-time map rendering and random map generation, enhancing gameplay variability