

DI XUAN (ANDY) WANG

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EDUCATION

University of California, Los Angeles

Expected Graduation: Jun 2027

Bachelor of Science, Computer Science

GPA: 3.8/4.0

Coursework: Data Structures & Algorithms, Computer Organization, Software Construction, Linear Algebra

Activities: CS32 (Data Structures & Algorithms) Learning Assistant

EXPERIENCE

Frontend Developer | *React Native, Leaflet.js, Google Maps API, Firebase, Expo*

June 2025 - Present

UCLA Department of Civil Engineering

Los Angeles, CA

- Developed a weather-tracking platform enabling farmers to optimize irrigation, processing **millions** of geospatial records for efficient mapping and retrieval
- Created a responsive, cross-platform interface using **React Native**, supporting web, iOS, and Android
- Used **Leaflet.js** for web maps, and React Native Maps and **Google Maps API** on mobile to display weather layers from **Google Earth Engine**
- Cached weather data in **Firebase** for high-traffic areas, improving processing speeds by **60%**

Fullstack Developer | *React, Next.js, Vercel, Supabase, TailwindCSS*

Mar 2025 - Present

Clubhouse, Creative Labs

Los Angeles, CA

- Built a website using **React** and **Next.js** to help UCLA students review and discover clubs, serving **150+** users since launch
- Created multiple dynamic API routes to **Supabase** for different queries to ensure efficient database usage
- Implemented and optimized partial matching in searching, reducing loading times by **50%**
- Collaborated with the design team and other developers to bring Hi-Fi designs to life using **TailwindCSS**

Undergraduate Researcher | *Python*

Jan 2025 - Present

UCLA Department of Mathematics

Los Angeles, CA

- Collaborated with others to research the multi-armed bandit problem in reinforcement learning
- Numerically analyzed several other UCB algorithms for their effectiveness in this setting
- Designed two algorithms with an intervals approach in one and a round-robin style in the other, reaching **sublinear** regret in both

Fullstack Developer | *React Native, Java, Spring Boot, MongoDB, TailwindCSS*

Oct 2024 - June 2025

Algoace, Creative Labs

Los Angeles, CA

- Collaborated with a small team to build an app to help Software Engineers enhance coding and interview skills
- Engineered the backend using **Spring Boot** and **MongoDB** to manage user data, improving processes by **60%**
- Wrote, tested, and optimized RESTful API endpoints using **Postman**, ensuring proper integration and improving loading speed by **50%**
- Implemented Hi-Fi designs and made UI/UX improvements on the frontend using **TailwindCSS**

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
- Prompt engineered **Google Gemini** models 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

SKILLS

Languages C/C++, Python, JavaScript/TypeScript, Java, Swift, HTML/CSS, Shell

Frameworks React/React Native, Spring Boot, Next.js, TailwindCSS, Expo

Tools Git, MongoDB, Firebase, Supabase, Node.js, Arduino, ROS 2