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: Algorithm Design & Analysis, Object-Oriented Programming, Software Development, Linear Algebra
Activities: Clubhouse Developer Lead, CS32 (Data Structures & Algorithms) Learning Assistant

EXPERIENCE

Fullstack Developer | *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, processing **millions** of geospatial records for efficient mapping and retrieval
- Created a responsive, cross-platform interface in **React Native** (web, iOS, Android), utilizing **Leaflet.js** and **Google Maps API** for map visualization
- Developed a **FastAPI** backend using **Supabase** and **Firebase** for caching and storage, improving query speeds by **60%**

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%**
- Collaborated with designers and developers to implement Hi-Fi responsive layouts using **TailwindCSS**

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
- Simulated large-scale environments to benchmark against UCB variants, validating theoretical bounds and matching or outperforming existing baselines

Fullstack Developer | *React Native, Java, Spring Boot, MongoDB, TailwindCSS*   Oct 2024 - June 2025
Algoace, Creative Labs 🔗   *Los Angeles, CA*
- Worked with a small team to build a gamified coding app to help software engineers enhance technical skills
- Designed and implemented the backend using **Spring Boot** and **MongoDB** to manage user data.
- Wrote and optimized RESTful API endpoints in a **React Native** frontend, tested using **Postman**, improving loading speeds 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
- 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

SKILLS

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