Zhaoning (Eric) Wang

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EDUCATION:

- **Bachelors Computer Sciences**, expected May 2020
  University of Wisconsin-Madison
- **Bachelors Computer Engineering**, expected May 2020
  University of Wisconsin-Madison
  Major GPA: 3.6/4.00

Related Coursework:

Computer Vision, Data Structures, Artificial Intelligence, Computer Graphics, Operating Systems, Algorithms, Signal processing, Computer Architecture and Processor, Digital System Design, Networks, Machine Learning.

EXPERIENCE:

- **Microsoft Corp.,** Redmond, WA *May – August 2019*
  SWE Intern in Business Intelligent team
  - Designed and implemented a library for migrating report files in on-prem servers to cloud more conveniently.
  - Worked closely with cross-platform RESTful and SOAP APIs for integrating the cloud application.
  - Dedicated to open source and maintain the project on GitHub for customers to use.
  - Created comprehensive unit tests with mock and local SQL servers to exhaustively test the tool.
  - Work with the team in engineering practices including agile technique.
    Open-sourced GitHub Link: https://github.com/microsoft/RdlMigration
- **Siasun Robot & Automation Co., Ltd,** Shenyang, China *June – August 2018*
  Computer Vision Team Intern
  - Independently worked on a Multi-template matching prototype algorithm for industrial robotics (parallel manipulator).
  - Derived core algorithms from open-source libraries and research papers.
  - Matched over 1000 templates with angles and positions within 90 ms.
  - Developed a system that supports the algorithm to make it a complete application and easier for later development.
- **Wisconsin Robotics,** Student Organization in Madison, WI *September 2016 – January 2018*
  Chassis Team Member
  - Implemented inverse kinematics algorithms for the robotic arm.
  - Maintained low-level microcontrollers modules such as operating chips in the rover.

PROJECTS:

- **Handwritten Digits Recognition Tutorial** *Dec 2019*
  - An interactive machine learning tutorial for machine learning class activity.
  - Written in python with scikit-learn.
- **Snap Garbage Classifier** *Madhack Hackathon, Fall 2019*
  - A cross-platform web app helps user to classify garbage.
  - Worked as a back-ender for object recognition script, API use and Integration, server maintenance and database setup, written in NodeJS.
- **Sleepnea** *Fall 2019*
  - An Android app that records and analysis snores to help users to evaluate their risks of Sleep Apnea and better connect with doctor.
- **HoloCraft** *Microsoft 2019 Hackathon, July 2019*
  - A Neural Network + HoloLens 2 project that user can take pictures of an item, reconstruct it through a Neural Network into pixelized 3-D Object and project it into real world with HoloLens 2, written in python, Unity and C#.
- **Picture Low-Polifier** *Fall 2018*
  - An app that uses image processing to transform pictures into triangular low-poly arts, written in MATLAB.
- **Simple MapReduce System** *Spring 2018*
  - A system that takes a user-written function and run it in multi-thread, written in C.

SKILLS:

- Computer Skills: Linux, gdb debugger, Visual Studio, WebGL, OpenCV, Machine Learning, Android Developing.
- Computer Languages: proficient in C, Java, MATLAB, C#, Python, C++. Basic understanding of NodeJS, html, JavaScript, XML, Assembly Language
- Other Skills: Unity, Microsoft HoloLens, Sql Server, Rapid Prototyping, 3D printing, Laser Cutting.