# "Jake" Zhi Wang

## **EDUCATION**

University of Illinois Urbana-Champaign

Master of Computer Science

GPA: 3.94 18 May 2025

**Relevant Courses:** Software Engineering I, Topics in Software Engineering, Applied Machine Learning, Cloud Networking, Database Systems, Advanced Data Management, User-Centered Machine Learning, Cloud Computing Applications

**University of Minnesota-Twin Cities** 

GPA: 3.53

Bachelor of Computer Engineering

30 Dec 2020

**Relevant Courses:** Internet Programming, Comp Arch & Machine Org, Intro to OS, Intro to Intelligent Robotic Systems, Formal Lang & Autom, Animation & Planning in Games, Programming Graphics and Games

# **EXPERIENCE**

## **University of Illinois Urbana-Champaign**

Champaign, IL

#### Lead Graduate Course Assistant - Database Systems

May 2024 - Present

- Assisted in teaching Database Systems, supporting students in their learning journey by answering database-related questions and monitoring their progress
- Designed, tested, and graded SQL, MySQL, MongoDB, and Neo4j machine problems to ensure alignment with course objectives and student learning outcomes
- Collaborated with teaching staff to enhance course content and delivery, fostering a dynamic learning environment

<u>Illinois Enactus - Jila</u> Champaign, IL

Tech Lead - Volunteer

Sep 2024 - Dec 2024

- Leading the development of the Jila app, building a multilingual, community-centric solution for the Q'anjob'al community using Next.js, React Native, and PostgreSQL
- Establishing the core app structure, focusing on database design, API integration, and scalability to effectively enable team-led feature development that accommodates future enhancements
- Mentoring junior developers by providing guidance and support while delegating technical responsibilities to foster their growth and professional development, all while maintaining alignment with project goals
- Ensuring code quality, prioritizing multilingual accessibility and cultural alignment for the Q'anjob'al community
- Collaborating with a cross-functional team to integrate features and develop critical components

Foundry Co Minneapolis, MN

#### Software Engineer

Jun 2021 - Aug 2023

- Collaborated with UX and engineering teams to plan and implement numerous in-demand features across 6 concurrent apps, employing technologies such as Next.js, Node.js, Nest.js, and React.js
- Engaged in development and maintenance for a high-traffic Java site serving over 50,000 users with Spring & Vue.js
- Reduced web page response times by over 10 seconds by refactoring a complex Express.js & MongoDB back-end to Nest.js & PostgreSQL, leveraging Prisma ORM for data management and Jest for unit testing
- Designed and built quality RESTful APIs for various applications and integrated APIs across multiple projects
- Contributed to software design and conducted code reviews to improve code quality and maintainability

# **PROJECTS**

## Lil Networking: Networking Building and Management Multi-Platform App

May 2024 - Aug 2024

## The app designed to help people form intentional networking habits that lead to professional relationships

- · Designed and implemented a multi-platform Progressive Web App using Next.js and a native mobile app using Expo
- Created user-friendly interfaces using TailwindCSS and Material-UI to facilitate easy navigation and interaction
- Utilized OAuth login thru LinkedIn and Google for secure user authentication and personalized configurations
- Leveraged Prisma ORM for seamless interaction with PostgreSQL, enabling efficient data management and retrieval
- · Set up push notifications using web-push to keep users engaged and informed about networking opportunities

# **SKILLS**

**Programming Languages:** JavaScript, TypeScript, Java, SQL, Python, C/C++, HTML, CSS, Bash, Fortran **Frameworks & Tools:** React.js, Next.js, Node.js, Nest.js, React Native, Expo, Express.js, Spring, Vue.js, Redux, Jest, NoSQL, MySQL, PostgreSQL, MongoDB, Supabase, Git, Docker, GitHub, AWS, GCP, Vercel, BitBucket, GitLab, Heroku, Monorepo, VScode, IntelliJ, Jira, Favro