Jingyu (Joy) Wang

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EDUCATIONS

Baruch College | M.S., Information System

Expected Dec 2024

New York University | M.S., Computer Engineering | GPA: 3.63

May 2023

Relevant Coursework: Computing System Architecture, Machine Learning, High-Speed Network, Data Center and Cloud Computing

Relevant Coursework: Data Structure and Algorithm, Operating System, Object-Oriented Programming, Web Development

Nanjing University of Posts and Telecommunications ("NJUPT") | B.S., Information Security | GPA: 3.59

June 2021

TECHNICAL SKILLS

Java, C++/C, Python, HTML, CSS, JavaScript, PHP, Swift, Git, Servlets, Spring, MySQL, SQLite, Bootstrap, JQuery, OpenCV, Numpy, Pandas, TensorFlow, Docker, Wireshark, NS-3 Network Simulator, AWS, AndroidStudio, Distributed System, Windows, Linux

EXPERIENCE

VisionX | San Jose, CA | Internship

July 2023 - Present

- Developed a missing detection system utilizing Python, OpenCV and segmentation models to effectively identify and detect missing items on the shelves, assisting the robot's restocking operations.
- Optimized the system using AI and computer vision technologies, especially YOLO. Increased its accuracy by 30%.
- Collaborated with a team for AI development. Learned about machine learning and deep learning in practice.

NYU High-Speed Networking Lab | Brooklyn, NY | Student Researcher

April 2022 - Dec 2022

- Redesigned a congestion control scheme based on Priority-Based Flow Control (PFC), which can solve the deadlock problem caused by burst flow in PFC.
- Implemented a switch model that provides in-switch transmission and virtual queues(VOQ/VIQ) simulation by C++ in NS-3 Network Simulator which could not support this function before.
- Debugged a bug which haunted others for weeks to make a program able to be ported to other machines.
- Collaborated with a team of six, applying perfect communication and tasks division to halve the time it needed.

PROJECTS

Collection of Poker games | Java, Swing, SQLite, AWS

Fall 2022

A game allowing players to choose different kinds of poker games with standalone and online playing modes.

github

- Built network communication between clients and a server, making it possible for players using different servers to play games with each other at the same time in online mode.
- Developed a login and registration system with a database using **SQLite** where can also record players' points.
- Implemented multi-thread in games to allow users playing with computers when they choose standalone mode.
- Designed games with perfect code reusability, object-oriented programming ("OOP") and functional User Interface.
- Collaborated with a team of 3, applying best git workflow practices to minimize potential merge conflicts.

NJUPT Spider | Python, HTML, CSS, SQLite

Spring 2021

A full-stack, single-page web crawler which can scrape all the URLs a domain contains and store them on the server.

<u>github</u>

- Built a webpage which can get domains from users' input, show crawler results and interact with the backend.
- Developed a backend web crawler program, which can invoke the frontend webpage, in Python.
- Implemented b/s architecture, used database to avoid duplication and store the crawler results as log files.

Student Association Website Home Page | HTML, CSS, JavaScript, bootstrap, jQuery

Elegant home page built for NJUPT-SAST's website, introducing this student association in a gorgeous way.

Fall 2018 demo | github

Built interactive web pages for the association by JavaScript and Bootstrap, highly improved user experience.

- Implemented adaptive design to the web page to make the website perform well on different kinds of devices such as mobiles, tablets and computer monitors.
- Achieved various web page effects such as carousel, image scrolling by using multiple front-end languages.

COMMUNITY & LEADERSHIP

Peer Education Department, Red Cross Society of NJUPT Students' Branch | China

Sept 2018 - Aug 2019

Department Leader

- Led a 20+ members team, organized 10+ outdoor activities and 50+ presentations which totally served 1000+ visits.
- Operated a WeChat public account and posted articles about peer education with 200+ daily visits.