


LIXIN WANG

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OBJECTIVE

Seeking a summer 2018 internship in product management or UI/UX design

RELEVANT COURSEWORK

- Computer Graphics
 - Computational Photography
 - Human Factors in Design
 - Mobile & Ubiquitous Computing
 - Video Game Design
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SKILLS

- **Programming Languages:** Python, JavaScript, CSS/HTML, Java, MySQL, C
 - **Development Tools:** Agile SCRUM, Git, React.js, Node.js, Enzyme, Mocha, & Chai
JavaScript testing libraries
 - **Applications:** Figma, InVision, Axure, OpenSCAD, Unity, Adobe suite
 - **Foreign Languages:** Mandarin (native), Cantonese (native), German (conversational)
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LEADERSHIP & INVOLVEMENT

- **Alpha Xi Delta:** Sister/Mentor
 - **Autism Speaks:** Volunteer
 - **Freshman Activities Board at the College of Computing:** 2016 President
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EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY | Atlanta, GA

BS in Computer Science Major | Minor in Industrial Design

- Expected Graduation Date: December 2018
 - Recipient of Hope, Zell Miller, and Tech Promise scholarships
 - GPA: 3.42
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EXPERIENCE

GODADDY | Sunnyvale, CA

May – August 2016 | May – August 2017

Software Development Engineer Intern

- Collaborated with a full-time scrum team on GoCentral, Godaddy's website builder tool
- Deployed 7 essential widget features including new layouts, cookie popups, and email and phone number validation to the latest version of GoCentral, affecting over 1 million customers worldwide
- Worked as front end developer at company Hackathon and used React and Node.js to create an interactive website for data visualization of international revenue data points and outliers

GEORGIA TECH | Atlanta, GA

August 2015 – Present

Student Assistant

- Worked as front desk receptionist at Georgia Tech's Computational Science and Engineering (CSE) department

DRESS UP BOUTIQUES | Gainesville, GA

August 2015 – Present

Campus Representative

- Promoted over 30 sales and exclusive discounts via social media marketing
 - Competed with over 60 schools across the Southeast
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PROJECTS

TARGET TENNIS APP

August 2017 – Present

- Cross-platform mobile app game that helps tennis players improve their skills
- Currently working on UI wireframes in Figma, will be developed with ReactJS

HUMANS VS ZOMBIES SIMULATOR

October 2017 – December 2017

- Third person survival simulator game inspired by HvZ at Georgia Tech
- Created using the Unity game engine. Worked on environment design and game physics.

SMART SHIELD

August – December 2016

- Heads-up display for a car windshield that improves visibility, safety, and communication between drivers and pedestrians
- Conducted user studies by creating user stories and interviewing 40 stakeholders
- Created a prototype using foam core, laser cut stencils, and an Arduino board

APPLE ORCHARD GAME

November – December 2016

- Programmed a falling objects game in C for the Game Boy Advance
- Created custom sprites and scrolling background using the Usenti bitmap editor

ROTTEN TECHMATOES

January – May 2016

- Android mobile app for Georgia Tech Students to rate and review movies
- Created use case diagram, UML domain model, robustness diagrams, prototype flow diagram, and designed UI with InVision and implemented in XML