

# Michael Wang

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Experience	<p><b>Co-Founder, Software Developer</b> – Halboom LLC (2009 – 2016)</p> <ul style="list-style-type: none"><li>• Programmed a framework in haXe, AS3, and Python that has run on millions of machines of varying hardware delivering stability and performance.</li><li>• Improved rendering performance, enabling a 60 fold increase in on-screen dynamic objects by caching transforms seamlessly.</li><li>• Developed a marketing automation program which interfaces with sites and manipulates the DOM, increasing per game revenue by up to 600%.</li></ul>
Projects	<p><b>Code Splat</b> - Ruby on Rails, React/Flux <a href="#">(live, github)</a> <i>Code annotation website inspired by Genius.</i></p> <ul style="list-style-type: none"><li>• Integrated syntax and annotation highlighting to make code easier to read.</li><li>• Built error handling for annotations, improving UX and preventing overlaps.</li><li>• Implemented text history for models using polymorphic associations.</li><li>• Optimized <math>O(n^2)</math> difference checks to <math>O(n \log n)</math> by using intermediate hashes.</li></ul> <p><b>JSES</b> - JavaScript ES6, WebGL, Node.js <a href="#">(github)</a> <i>A framework for developing rich applications using composition, physics, and rendering.</i></p> <ul style="list-style-type: none"><li>• Designed the architecture to use composition via primitive data allowing for more reusable and less coupled code.</li><li>• Programmed a factory using JSON to create objects for codeless prototyping.</li><li>• Created the physics system with optimized collision, reducing the time complexity from <math>O(n^2)</math> to <math>O(n)</math> through broad phase grid partitioning.</li></ul> <p><b>Blockineer 2</b> - haXe, Actionscript 3, Flex <a href="#">(live)</a> <i>Physics puzzle game, includes a map editor and an online map browser.</i></p> <ul style="list-style-type: none"><li>• Developed a smart caching rendering system, which allowed displaying thousands of transformed and animated objects at a time.</li><li>• Created a level editor and browser which increased longevity and lead to over 7500 levels being created.</li></ul>
Education	<p><b>Rutgers University - New Brunswick</b> – 2005 - 2009 BS Electrical and Computer Engineering, GPA 3.43</p> <p><b>App Academy</b> – Feb - May 2016 Rigorous web development course that teaches Rails, SQL, JS, React, TDD, best practices, and pair programming, less than 3% acceptance rate.</p>
Skills	<p><b>Ruby, Ruby on Rails, JavaScript, Node.js, React.js, Flux, jQuery, SQL, CSS, HTML, Git, TDD</b></p>