

# Nianxu Wang

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## Education

### UNIVERSITY OF SOUTHERN CALIFORNIA

*Expected graduation: May 2021*

- B.S. Computer Science
- USC Viterbi School of Engineering Dean's List
- Related coursework: Data Structures, Discrete Mathematics, Calculus II

*Cumulative GPA: 3.52*

*Spring 2018*

## Skills & Abilities

### PROGRAMMING LANGUAGES

- Proficient: C++, Java
- Basic: Python, C#, JavaScript, GNU Octave, HTML5/CSS3 & Sass (Markup)

### OTHER TOOLS & TECHNOLOGIES

- GitHub, BitBucket
- Mac OS, Linux, Windows, Command Line
- Unity3D, Maya

## Competitions and Projects

### PERSONAL WEBSITE

August 2018

- Built a responsive website in HTML5/CSS3 with Sass and npm, and

### FACEBOOK HACKER CUP

July 2018

- Developed problem solving skills through attempting the questions.

### PAGERANK

April 2018

- Implemented a PageRank algorithm along with a simple crawler that operates within a random graph of webpages. Tools & languages used: C++, Unix Command Line

### AR-EDU

March 2018

- Explored ARKit in XCode to build an iOS AR app that puts the user into a virtual classroom through the phone screen, with questions on the whiteboard and a pop-up scratchpad function.

### COLORS

September 2017

- Created a team of 5 people and took on various roles including programmer, particle VFX Artist, and game designer to put this game together. Tools & languages used: C#, Unity, beta version of Unity's built-in git version control

## Involvement & Extracurricular

- Involvement: ACM, MEGA (Make Entertaining Games Association), VRSC (Virtual Reality USC), KASA Freshman Dance Off, CASA (Chinese American Student Association)
- Interests: Responsive Web Dev, Machine Learning, Data Science, Game Dev, 3D Modeling, Skateboarding, Tennis, Video Games, Tech