

# Rui Wang (Nicole)

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## EDUCATION

**University of Southern California**, Los Angeles, CA May 2026  
Viterbi School of Engineering, **Computer Science Games**, Bachelor of Science GPA: 3.70/4.00  
Dornisfe College of Letters, Arts and Sciences, **Applied and Computational Mathematics**, Bachelor of Science  
USC Dornsife Dean's List & Viterbi Dean's List Fall 2022-Present  
**Relevant Coursework:** Principles of Software Development; Data Structure and Object-Oriented Design; Computer Graphics; Introduction to Algorithms and Theory of Computing; Video Game Programming; Applied Combinatorics

## TECHNICAL SKILLS

**Programming:** C/C++, Java, C#, Python, Javascript, HTML, CSS, MATLAB, LaTeX  
**Development & Tools:** Unity, Git, Linux, SQL, Power Apps, Power Automate, Eclipse, Tomcat, Cloud Computing, A/B Testing, Data Structure, Object-oriented Design, CMake

## EXPERIENCE

**Johnson & Johnson**, Shanghai, China June 2024-August 2024  
*Innovative Medicine Research&Development IT Intern*

- Developed a tracking system by PowerApps and Power Automate, based on 300+ datasets to send request to approver and update backend data, decreasing the renewing interval by **90%** and improving the efficiency by **60%**
- Implemented J&J China Technology Summit website based on Sharepoint Web-part, updating the backedn information base to optimize the diagram displaying order and creating 30+ UI elements to enrich visuality
- Delivered a keynote address to 200+ internet-addicted teenagers and their parents, sharing personal development advice and tutoring children Scratch programming to enhance their creative thinking

**Electronic Soul Games**, Hangzhou, China July 2023-August 2023  
*Quality Assurance Tester*

- Performed extensive black box testing for *Dream Three Kingdoms 2* of game feature and functionality, identifying bugs and glichthes to ensure immersive gaming experience
- Developed comprehensive testing reports, reducing data to key insight that helped decrease IT workload by 10% due to the improvement of QA processes
- Cooperated with development teams to communicate and resolve issues, providing detailed recommendations for enhancing game performance and user satisfaction

**Dandelion Wine@USC Games**, Los Angeles, CA September 2023-April 2024  
*Technical Artist*

- Applied and fine-tuned Zibra Liquids to create liquid simulation as the main player character
- Created realistic environments and implemented dynamic lighting with fog effects to enhance game realism
- Partnered closely with art and engineering teams to optimize art assets for performace and troubleshoot game texturing and real-time rendering issues

**USC Annenberg Media**, Los Angeles, CA September 2023-December 2023  
*Web Developer*

- Implemented an intelligent feature within news website, leveraging data analytics to match readers with related articles

## PROJECT

**ITP-380 Course Game Project: A Link to The Past** March 2024

- Implemented the A\* algorithm for pathfinding behaviors of AI enemy soldiers based on SDL Library support
- Implemented dynamic damage behavior for enemy components, incorporating visual and auditory feedback

**C++ Project: Simplified Amazon** February 2023

- Leveraged sophisticated data structures to enhance data parsing and retrieval efficiency
- Executed set-oriented algorithms to optimize search outcomes to create a streamlined cart management system

## EXTRACURRICULAR ACTIVITIES

**SC Mathematical Competition**, Los Angeles, CA February 2024-Present  
*Competition Designer*

- Designed and formulated challenging mathematics problems for seasonal competitions with 100+ candidates