Dapeng Wang

Seattle, WA ● wangd3@spu.edu ● (206) 823-7973
https://www.linkedin.com/in/dapeng-wang-a0bb48220

SKILLS AND QUALIFICATIONS

- Experience with languages C++, C, Java, Python, R, Assembly, experience using Unity and Blender
- Leadership experience, Excellent communication skills, Excellent teamwork skills.
- Eager to learn and apply education, team player, and adept at following complex instructions
- Responsible, creative, organized, quick learner and self-starter

EDUCATION

Bachelor of Science in Computer Engineering   June 2021-June 2024

- *Seattle Pacific University, Seattle, Washington*
  Relevant Coursework: Data Structures, Computer Architecture/Organization, Netcentric Computing, Cybersecurity Fundamentals, Computer Organization and Assembly Language, Systems Design, Applications Programming, Architecture and Organization, Algorithm Design and Analysis, Software Engineering

June 2018-June 2020

Computer Science Pre-Major

- Shoreline community college*, Seattle, Washington*
  Relevant Coursework: Math, Computer science.

TECHNICAL EXPERIENCE

Web Design Project   Spring 2023

System Design, Seattle, WA

- Collaborated with following students to design and implement a database solution for a real world scenario
- Implemented features such as indexing and stored procedures to enhance database efficiency and functionality

Database Design Project   Fall 2023

Database Management, Seattle, WA

- Library Management System database.
- Utilized MySQL for database management and worked with ER diagrams to maintain data integrity.
- Collaborated with team members to ensure the database met project requirements

SPU GradPro Project   Fall 2023 – Sprint 2024

Software Engineering, Seattle, WA

- Designed a game using the Unity engine
- Assigned the role of Quality Assurance (QA) Specialist.
- Conducted rigorous testing and identified bugs, providing detailed reports to the development team for resolution.

Rust Programmar   Fall 2023

Concepts in Programming Language, Seattle, WA

- Developed a console-based Blackjack game using the Rust programming
- Demonstrated proficiency in Rust syntax, idioms, and best practices through clean implementation.