Rex Wang

Computer Engineering
Sophmore at Purdue University

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Portfolio: https://rexwang8.github.io/
Github: https://github.com/Rexwang8/
Itch.io: https://rexwang.itch.io/

Undergraduate computer engineering student at Purdue University seeking internships in relevant fields. Experience in programming and game design.

Experience

Engineering Intern   Westmont, IL
Broad Ocean Motors   JUN. 2019 - AUG. 2019

- Assisted coworkers in configuring motor units.
- Assembled A/C units for use in wind-tunnel testing.
- Explored the theoretical basis of motors through Arxiv.
- Spearheaded micro-controller case development with the use of Rhino 5.

Portfolio Website, 2021
- Constructed with HTML and CSS framework from scratch. Hosted on Github Pages

CSVtoOFX, 2021
- Built a conversion software that converts bank statements into Official Financial Exchange Documents to be imported into Microsoft Money 2010 using C#
- Utilized file management package to interact with the local file system.
- Repo: https://github.com/Rexwang8/CSVtoOFX/

Aqua Cat Game, 2021 - Present
- Developed a side-scrolling game called Aqua Cat using Unity Game Engine and C#. Compatible with multiple platforms.
- Available: https://rexwang.itch.io/aqua-cat/

Pekora Quest Game, 2020 - 2021
- Created a large 2D RPG using Gamemaker 2, with an average playtime of 2+ hours.

Android Phone app for Bluetooth motor serial communication, 2019
- Written an Android app that allows interfacing with the micro-controllers in motors through the use of Bluetooth.

Education

Bachelor of   West Lafayette, IN
Science in Computer Engineering   SEPT 2020 - JUNE 2024
Purdue University

Skills

Software: C, C#, Matlab, CSS, HTML, Unity, Rhino 5, Auto-Cad, LTSpice, GitHub, Microsoft Office,
Hardware: Breadboard, Electronic Laboratory Equipment (DMM, Oscilloscope, Function Generator, Power Supply)