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REX WANG

SUMMARY Undergraduate Computer Engineering student studying at Purdue University seeking a summer internship specializing in computer programming, website design and maintenance, or any engineering related tasks. Experienced in full stack web development, C/C++ programming, game design.

SKILLS & ABILITIES

- *Software:* C#, C, SQL, Microsoft Azure, Azure Functions, Blazor, Python, JavaScript, React, MATLAB, Verilog, LTspice, Visual Basic, AutoCAD, Rhino, CSS, HTML, Unity, GitHub, Linux
- *Hardware:* FPGA, Dynamometer, Wind tunnels, Oscilloscope, Function Generator
- *Language:* English (Native), Mandarin (Intermediate), Japanese (Beginner)
- *Activities:* Member of ACM SIGAPP, IGDC

PROFESSIONAL EXPERIENCE

SUMMER INTERNSHIP, MARQUIS ENERGY, HENNEPIN, IL

SUMMER 2022

- Wrote multiple (5) dashboards with React-JS REST API enabled frontend, authenticated with Azure AD and C# Azure Functions - Azure SQL backend.
- Migrated multiple dashboards and SQL databases from legacy internal code.
- Wrote multiple python scripts to automate tedious tasks across the company.
- Worked with and helped develop company internal C#-Blazor website.

SUMMER INTERNSHIP, BROAD-OCEAN MOTORS, WESTMONT, IL

SUMMER 2019

- Programmed a microcontroller Bluetooth interface Android application which allowed for a streamlined testing process.
- Assisted in configuring and testing motor units in order to ensure that critical faults from returned motors are identified and recorded.
- Testing motor performance on Magtrol dynamometer and in wind-tunnels
- Designed 3D printer microcontroller cases to allow for easier port access and less damage during normal usage while testing microcontroller quality.

CSVtoOFX - Unity/C#, PERSONAL PROJECT

SUMMER 2021

- Built a conversion software that converts bank statements into OFX files, allowing automated transfer of transaction data from bank to local software (MS Money).
- Utilized file management package to allow for program read and write to local file system.

AquaCat (Android Phone Game) - Unity/C#, PERSONAL PROJECT

SUMMER 2021

- Explored concepts of procedural generation to create an automatic level generation system.

- Optimized game using profiling tools to allow for compatibility with multiple platforms at maximum performance

EDUCATION **PURDUE UNIVERSITY, WEST LAFAYETTE, IN, COMPUTER ENGINEERING** 2020-2024

- Bachelor of Science in Computer Engineering (2024)
 - Relevant Coursework: Advanced C Programming, Signals and Systems, Python, Advanced Circuit Fundamentals, Microprocessor Systems, Data Structures, Object Oriented C++
 - Cumulative GPA: 3.5/4.0
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