# Tongzhou Wang

Current Address: Stadium Place Apt. 410, 2312 Fulton St. Berkeley, CA, 94704 | Tel: (510) 693-5376 Email: tongzhou.wang.1994@gmail.com | GitHub username: SsnL | Personal website: ssnl.github.io

# Education

# University of California, Berkeley | Berkeley, CA | Expected May 2016

- · B.A. in Computer Science and Statistics.
- · Minor in Philosophy.
- · Tech. GPA: 3.97. Overall GPA: 3.89. Honors: Dean's List.

Shanghai Foreign Language School | Shanghai, China | July 2013

# **Relevant Coursework**

· Data Structure, Machine Structure, Algorithms, Operating System, Artificial Intelligence, Machine Learning, Probability Theory, Statistical Analysis, Game Theory.

# **Skills**

General computer skills: Mac OS X, Windows, Linux, vim.

Programming languages: MIPS, C, C#, F#, Java, Python, Scheme, Ruby, JavaScript, HTML, CSS, LaTeX, MatLab, R.

Developing tools: Git, Android and iOS development with Xamarin, Ember.js, RubyOnRails.

# **Experience**

### Software Intern | Sellegit Inc., Berkeley, CA | 06/15/2014 - Present

- Built a local sales website (sellgit.com) with Ember.js and RubyOnRails.
  Worked on HTTP requests buffering, image processing and image database migration from Google to Cloudinary.
- Developed an Android application, Peach that hosts auctions for fashion and luxury, in C# and F# with Xamarin. Worked on intro page, entrance pages, after-auction view as well as overall styling, transitions and animations.

#### Software Developer | Funbox 365 Co., Shanghai, China | 08/2012 - 10/2013

· Lead a team of 40 active fans, including 3 UI designers, voice actors and testers, working on a PC version of the card game, Ascension. Finished most programming in Visual Basic.

# Volunteer Tutor | Dingxi, Gansu Province, China | 07/2012 - 08/2012

· Tutored 12th grade students in mathematics and English.

# **Projects**

#### PyMissile | Carnegie Mellon University, PA | 08/2013

· A two-player shooting game with the setting of outer space where missiles are influenced by gravity from celestial bodies. Worked on the whole game with Python 2 and Pygame.

#### BeleTears | BearHack, UC Berkeley, CA | 11/24/2013

• An auction-based course enrollment system written in Python 3. The name came from the intention to build a better system than UC Berkeley's TeleBears. Worked on TUI, input parsing and the underlying auction system.

# Molly Weasley Clock | HackJam, UC Berkeley, CA | 03/01/2014

· A remote-controlled LED system with Electric Imp and Flask. Worked on frontend HTTP requests and Electric Imp's request handling.

# PokéFace | BigHack, Stanford University, CA | 04/06/2014

· A web service that tells one which Pokémon his or her Facebook profile image resembles the most. Worked on image RGB histogram comparison in JavaScript.