

Stephen Wang

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EDUCATION

North Carolina State University

B.A. in Computer Science Concentration in Game Development;

Raleigh, NC

Aug 2018 - Jun 2022

GPA: 3.89/4.0

Honors: Dean's List

Relevant Coursework: C/Software Tools, Data Structures, Linear Algebra, Concepts for Operating Systems, Computer Organization & Assembly Language, Automata Grammars & Computability, Computer Graphics, Game Engine Foundations, Software Engineering, Building Game AI, Music Composition with Computers Computational Visual Narrative, Advanced Game Projects, Senior Design Project

WORK EXPERIENCE

BioMojo LLC

Morrisville, NC

Software Engineer Intern

May 2021 - Aug 2021

- Researched and documented roles of synthetic data in the medical field and potential opportunities to pursue
- Researched, tested, and documented potential ways to integrate python-based applications into Unity and then into HoloLens 2
- Researched the various options available for TTS generation on the market and determined good selections based on budget to quality comparison
- Lip syncing in Unity

NCSU

Raleigh, NC

NC State Textiles Creative and Technology Services Senior IT

Aug 2020 - Present

- Responded to immediate technical issues professors encountered throughout campus through remote and onsite methods
- Deployed and managed computers

NC State ClassTech IT

Sep 2018 - May 2019

- Performed checkups and maintenance on lecture hall equipment for professors across campus
- Responded to immediate technical issues professors encountered while in the classroom
- Assisted with projector upgrades and replacements throughout campus

PROJECTS

Pinball Project (Unity, C#)

Senior Year

- Implemented a pinball game in collaboration with a team of people for Multiple Sclerosis Society

ZenoJam Game Jam (Unity, C#)

Senior Year

- Implemented a bullet hell game in collaboration with a friends (bullet patterns and movement controls)
- Created pixel art for ship and explosions

Game Engine (C++, Dukglue, OMQ, SFML)

Junior Year

- Designed and implemented a basic game engine with multiplayer capabilities and basic scripting functionality

Game AI Project (Processing)

Junior Year

- Implemented an AI using a Decision Tree, another using a Behavior Tree, and lastly a Learned Decision Tree. Analyzed performance between different AIs

WebGL Graphics Project (WebGL, Javascript, three.js)

Junior Year

- Graphics project and Tetris project demonstrating concepts with lighting and rendering

VOLUNTEER WORK

American School of Asian Culture

Chapel Hill, NC

Teacher Assistant

July 2017 - Aug 2017

- Collaborated with organization to supervise and teach children during a summer camp

ACTIVITIES & INTERESTS

Programming Languages: Java; C; C++; Python; JavaScript

Languages: Chinese (conversational); Basic German (reading and writing)

Interests: Story-based Games; Manga/ Anime; Hiking; Lion Dance