Stephen Wang

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EDUCATION

North Carolina State University   **Raleigh, NC**
B.A. in Computer Science Concentration in Game Development;   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, 0MQ, 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