TIMOTHY WANG

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EDUCATION

Brown University Providence, RI
Sc.B in Applied Mathematics and Computer Science *September 2018 - May 2022*

- GPA: 4.0/4.0
- Relevant Coursework: Data Structures & Algorithms, Linear Algebra, Multivariable Calculus, Discrete Structures and Probability, Computer Systems, Deep Learning, Statistical Inference I, Software Engineering, Applied ODEs, Probabilistic Models

WORK EXPERIENCE

Cress Health Providence, RI
Full Stack Software Engineering Intern *May 2020 - Present*

- Leads team of 5 interns in building a Feature Flag tool to aid developers with feature development and rollout
- Designed and deployed REST APIs for Cress's data dashboard using Node, Express, and Azure Cosmos DB for user authentication, account data, and data analytics
- Ensured secure and persistent user authentication by using JSON Web Token (JWT) and web cookies
- Integrated iOS app analytics for Cress's mobile app to identify bottlenecks in user experience

Front-End Developer *January 2020 - April 2020*

- Implemented home screen design with calendar and pseudo-smart interface for Cress's mental wellness iOS application using React Native

Brown University Department of Computer Science Providence, RI
Head Teaching Assistant - Introductory Functional Programming Course *March 2020 - Present*

- Worked with professor John F. Hughes and 3 other head teaching assistants to develop course material, decide changes for the Spring 2021 semester, and put together team of ~20 undergraduate teaching assistants

Introductory Functional and Object-Oriented Programming Courses *August 2019 - May 2020*

- Taught functional and imperative programming, object-oriented programming, algorithms, data structures, recursion, and run-time analysis

PROJECTS

Give Your Two Cents
Hack the Northeast 2020 - Winner of Most Viable Startup Hack *June 5, 2020 - June 7, 2020*

- Developed a Google Chrome extension to help streamline the process of saving funds and donating to charities

The Admiral

- Developed a 4-player social deduction/racing game using Unity
- Generated low poly cave terrain with randomly-generated paths by implementing Marching Cubes algorithm and Perlin Worms algorithm

Limerick Poem Generator

- Designed and implemented an LSTM neural network in Python using the TensorFlow library to generate limerick poems
- Trained model on 75,000 limericks scraped from multiple websites using the BeautifulSoup4 library, and ended with a perplexity of ~4.1 after 15 epochs

SKILLS & INTERESTS

Languages Java, Javascript, Python, Scala, C#, C, x86, CSS, HTML, OCaml, Racket, ReasonML
Frameworks React, Express, React Native
Interests Violin, orchestra, solving Rubik's Cubes, tutoring, board games, crosswords