

# Tianye Wang

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Available January 2026 – September 2026

## EDUCATION

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**Northeastern University**, Boston, MA

Expected Graduation: December 2026

*Bachelor of Science in Computer Science*

GPA: 3.78/4.00

- Relevant Coursework: Foundations of AI and Data Science, Algorithms & Data Structures, Object Oriented Design, Web Development, Programming in C++

## TECHNICAL EXPERIENCES

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**Education Innovation's Operations Department at Northeastern**

Jan. 2025 - May. 2025

*Web Developer Co-op*

Boston, Massachusetts · Onsite

- Contributed to the development and maintenance of **CarpoolNU**, Northeastern University's ride-sharing web application, built with *Next.js*, *Tailwind CSS*, *Prisma* and *MySQL*.
- Conducted vulnerability scans and refactored code to improve authentication and data protection.
- Reviewed and optimized the carpool matching algorithm, for more accurate and efficient user matches.
- Built an administration portal for account management, permissions, and carpool cycle operations.

**Cool Crops**

May. 2024 - Aug. 2024

*Software Developer Internship*

Shanghai · Remote

- Developed an agricultural management system with *Angular*, *Django* and *PostgreSQL*.
- Collaborated with other interns to design questionnaire, collecting valuable feedback from farmers.
- Contributed to design of internal tools, such as an autocomplete prototype for searching stored crop records.

## EDUCATIONAL EXPERIENCES

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**Lead By Learning**

Sep. 2025 - Present

*AI Fluency & Youth Empowerment Fellowship*

Oakland, California · Onsite

- Auditing and improving Lead by Learning's website and digital platforms.
- Researching and prototyping AI integrations such as automated resource summarization, educator Q&A assistants, and interactive data dashboards using Python and PyTorch.

**Lavner Education**

Jul. 2025 – Sep. 2025

*Summer Stem Instructor*

Wellesley, Massachusetts · Onsite

- Taught middle school students courses, including Python 101, Game Design with Godot, and Creative Writing with AI.
- Designed engaging lesson plans and interactive activities to help students develop creativity and programming skills.

**Khoury College of Computer Science**

May. 2025 – Jul. 2025

*Teaching Assistant - CS3520 Programming in C++*

Boston, Massachusetts · Onsite

- Assisted in teaching core C++ concepts, including memory management, object-oriented programming, and debugging.
- Held weekly office hours and supported over 80 students through piazza, email, and live sessions.

# STUDIO PROJECTS

Remilia Command HQ (蕾米莉亚指挥部)

Indie Studio | Jan. 2024 – Present

Tohotopia - available on Steam

- Contributed to the design and feature implementation of *Tohotopia*, a 4x strategy game inspired by *Polytopia*
- Designed and balanced unit stats using regression analysis, baseline unit modeling and iterative playtesting.
- Developed procedural terrain generation for diverse and balanced map layouts.
- Prototyped AI behavior trees featuring economy, unit production and strategies, with ongoing research on diplomacy.

# PERSONAL PROJECTS

BreatheTogether | *Next.js, Hasura, GraphQL, Baidu Maps API*

Jul. 2025 - Present

- Building an Illness Awareness & Support Platform for Empty Nose Syndrome (ENS) patients, containing a symptom journal, discussion forum, and memorial space.
- Developing an AI-assisted feature to reconstruct 3D nasal airway models from CT scans and perform CFD simulations.
- Building a Baidu Maps API integration of a ENS clinic locator and review system, enabling patients to discover, rate, and discuss ENS treatment clinics across China.

MiniX | *C#, Godot 4.4.*

Mar. 2025 – Jul. 2025

- Built a procedural hex-based 4X strategy game prototype using Godot and C#.
- Included city and unit spawning, resource placement, camera controls, UI events, and turn-based combat systems.

Flameguard Tower Defense | *C++, CMake, Simple DirectMedia Layer 2*

Feb. 2025 – May. 2025

- Created a 2D tower defense game where players control a Dragon and place Turrets to defend the village.
- Implemented tile map design, configurable levels, CSV/JSON parsing, and sprite management for animations.

Kanbas | *React, Nodejs, Express, MongoDB*

Jun. 2024 – Dec. 2024

- Developed a Canvas-inspired LMS system, user authentication and role-based access control.
- Enabled users to create, manage, and publish courses and assignments based on their roles with an intuitive interface.

# TECHNICAL SKILLS

Programming Languages:	Python	C++	Java	C#
Game Development:	Godot	Unity	SDL	Pygame
Frontend:	React	Angular	Next.js	Typescript
Backend:	Node.js	Django	Appwrite	PHP
Databases:	MySQL	MongoDB	PostgreSQL	
ML/DL Frameworks:	NumPy	Pandas	Scikit-learn	PyTorch
Tools & Platforms:	Git/GitHub	Docker	AWS	VSCode

# UNIVERSITY AWARDS & SCHOLARSHIPS

Linda Block Stipends	2025
Khoury College 2024 Fall semester Dean’s List	2024
Northeastern Presidential Global Scholarship	2024