

Tongjie Wang

Email: tongjiew@uci.edu

EDUCATION

University of California, Irvine (UCI)

- Third year student in Computer Science (September 2017 – June 2021).
- Relevant Coursework: Python, C/C++, Data Structure, Software Engineering
- Overall GPA 3.9/4.0; school GPA 3.9/4.0.
- Dean's List.

EXPERIENCE

Beier Lab

Software Developer

July 2019 – Present

- Assist the lab in their research in neurobiology by making GUI for existed software, writing scripts for automated tasks, and using statistics/machine learning library to analyze data.
- Cooperated with another student to fix several strange bugs caused by upgrading to Python 3 so that the lab can continue on research.

Kontess

Front-end Developer

October 2018 – Present

- Coordinate with other students and develop new website for Kontess.
- Using React and Sass to create a modern maintainable and extendable website.
- Using Socket.IO and Node.js to build WebSocket-based chat system.

PROJECTS

Search Engine

June 2019

- Developed a simple search engine, including tokenizer, crawler and database, in Python.
- Use Flask to make an API and build a webpage as UI, instead of using plain CLI.
- Various techniques (including trap detection, tf-idf scoring, and cosine similarity) are used to improve the quality of search result.
- The product returns appropriate links for most (about 92%) queries.

Linux Shell

March 2019

- Developed a basic Linux shell that supports background process, redirection and pipe and their valid combinations.
- Implemented with C and POSIX system API.

Columns

June 2018

- Developed a video game based on classic video game named *Columns* released in 1989.
- Implemented the game in Python with Pygame.

SKILLS

- Programming: Python, C/C++, JavaScript, Objective-C/Swift, Java, MATLAB.
- Others: markdown, git, make, CMake, Microsoft Office, Visual Studio, gdb.