

# Tongjie Wang

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## EDUCATION

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### University of California, Irvine (UCI)

- Second 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 4.0/4.0.
- Dean's List.

## EXPERIENCE

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### Jiffal

*Front-end Developer*

October 2018 – Present

- Coordinate with other students and develop new website for Jiffal.
- Using React and Sass to create a modern maintainable and extendable website.
- Maintain the current version of website.

### UCI Information and Computer Science (ICS)

*Lab Tutor*

September 2018 – March 2019

- Helped students succeed in their courses by answering students' questions, explaining complex concept, pointing out common errors and giving out best practices of coding.
- Received 8.62/10.0 in the first quarter of tutoring and 9.2/10.0 in the second quarter of tutoring in student evaluation, both exceeding the average scores.

## PROJECTS

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### Search Engine

June 2019

- Developed a simple search engine, including tokenizer, crawler and database, in Python.
- Using various techniques (including trap detection, tf-idf scoring, and cosine similarity) 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.
- Added new functionality (random magical jewels) to the original game mode, which makes the game more interesting.

## SKILLS

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