

Wei Jun Tan

wj428@uw.edu | in/wei-jun-tan | weijun428.github.io | +1 (206) 475 7716

EDUCATION

University of Washington – Seattle, WA

M.S. in Computer Science (Sep 2024 - June 2025)

B.S. in Computer Science, B.S. in Statistics – CGPA: 3.98 (Sep 2020 – June 2024)

- **Coursework:** Operating Systems, VR Systems, Browser Engineering, Systems Programming, Cryptography, Data Structures and Parallelism, Software Design and Implementation, Databases, Deep Learning, Data Center (*in progress*)

PROFESSIONAL EXPERIENCES

Nutanix – Seattle, WA

Software Defined Network Engineering Intern (June 2023 – Sep 2023)

- Create a drag-and-drop wizard that allows client to configure and visualize cluster architecture in **ReactJS** and **Antd**
- Implement instant validation of configuration and reusable variable that enhance client's experience
- Led the frontend team of 5 to create a security summary dashboard in **ReactJS** during week-long intern hackathon

Paul G. Allen School of Computer Science and Engineering – Seattle, WA

Data Visualization Undergraduate Teaching Assistant – 3 Quarters (Sep 2022 – June 2023)

- Answered 100+ students' inquiries in visualization design, **D3.js**, **P5.js**, **Tableau**, and **Vega-Lite** on discussion board
- Collaborated with 7+ TA to grade 120+ assignments weekly; wrote **Python** scripts to generate peer review reports

Impact++ – Seattle, WA

Developer (Sep 2021 – June 2023)

- Published a Google Sheet add-on to streamline the process of uploading forms to **ODK Central** with **Apps Script**
- Fixed more than 25 issues of the **Azure Open Source JavaScript SDK** in a team of 5 with **TypeScript**

AkiraKan – Kuala Lumpur, Malaysia

Software Engineering Intern (AI/ML) (June 2022 – Sep 2022)

- Built a **Python** package that monitors the 3D object detection pipeline using **ZeroMQ** sockets with **PyTest** CI/CD
- Automated **TensorFlow C++** API compilation across different NVIDIA edge devices using **Docker** and **Bash scripts**; achieved 2x inference speed of deep learning model by migrating **Python** deployment code to **C++**

Educoo – Selangor, Malaysia

Freelance Software Developer (Oct 2021 – Dec 2021)

- Created a full-stack desktop file manager for educators using **Electron.js**, **Node.js**, **HTML/CSS**, and **Bootstrap**

PROJECTS

[Holographic Whiteboard](#) | **Augmented Reality Application** (May 2023 – June 2023)

- Created an AR HoloLens 2 Whiteboard application with **Unity** and MRTK in **C#**
- Incorporate **Azure** Cognitive OCR service and Wolfram Alpha API to evaluate expression on whiteboard

xk | **Primitive Operating System** (Mar 2022 – June 2022)

- Worked on an OS in **C** with a **crash-safe file system** for multiple processes to CRUD files concurrently
- Implemented **concurrent system calls** like copy-on-write fork, program execution, and pipes

[Codeforces](#) | **Interactive and Narrative Web Visualization Project** (Jan 2022 – Mar 2022)

- Created visualizations using **D3.js** and **jQuery**, styled with **Bootstrap** to promote competitive programming

333gle | **Full Stack Multithreaded Search Engine** (Sep 2021 – Dec 2021)

- Implemented concurrent networking and disk-backed query processing with file crawling and indexing in **C++**

SKILLS

- **Programming:** C/C++, Python, Java, JavaScript/TypeScript, SQL
- **Tools:** Git, Bash, Linux, Docker, CMake
- **Web:** HTML, CSS, LESS, React.js, Node.js, WebGL, jQuery, Bootstrap, Material UI, Ant Design
- **Technologies:** Azure, Android Studio, Unity, Java Spring, Figma