

Bill Wang

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U.S. Citizen

GitHub: <https://github.com/YunchuWang>

TECHNICAL SKILLS

- Languages – Java, Python, SQL, PLSQL, JavaScript, Typescript, Swift, C, HTML, XAML, XML, CSS.
- Operating Systems – Microsoft Windows, Linux, Unix.
- Frameworks– Spring, Spring Boot, DropWizard, JAXB, JPA, JDBC, JDBI, NodeJS, Express, Angular 4, Flask, ReactJS, Bootstrap, jQuery, Redux, Junit, Cucumber, Mockito, Jersey Test, Cucumber, Swagger.
- Database: Oracle, MySQL, MongoDB, H2, HSQL.
- Software Tools – Jenkins, VSC, SQL Developer, PyCharm, Eclipse EE, Git, SoapUI, Maven, Android Studio, XCode.

WORK EXPERIENCE

Bank of America – Plano, TX

Software Engineer Analyst

November 2018 – Present

- Developed and integrated Fix based tag in trading orders transported through Client Connectivity platform with Java 8.
- Configured and replayed trading order messages from client/market sessions to Client Connectivity to ensure backwards compatibility of incoming code releases.
- Operated on multiple Linux machines to configure app instances in different environments and performed thread dump to investigate the blocking issue in the session level threads.

Fidelity Investment – Raleigh-Durham, NC

Associate Software Engineer (FILI)

May 2018 – November 2018

- Composed a desktop application which significantly cut teams' efforts at capturing mocking data and converting queries between different database dialects, using Spring Boot and Java Swing.
- Decomposed and modernized legacy web services to microservices with Jersey, Spring, JBDC and Oauth2.
- Boosted team development by creating Jenkins release pipeline jobs and deploying applications to cloud.

Associate Software Engineer (Leap)

Feb 2018 – May 2018

- Developed a workflow and access management web application which helps reduce 50% of user stories in the client team's backlog.
- Spearheaded in client-side application interface and architecture development with Angular 4, Flex layout, Typescript, HTML, and CSS.
- Prototyped and optimized restful web services for generic database editor and admin dashboard with NodeJS, Express, MongoDB.

Software Engineering Intern

May 2017 – Aug 2017

- Built an internal API registry application adopted across the company to manage internal microservice dependencies.
- Designed and developed responsive frontend using Typescript, Angular 4, Angular Material, HTML, and CSS.
- Prototyped and implemented restful web service with Spring Boot and MyBatis.
- Designed and tested reusable PLSQL stored procedures for CRUD operations on API dependency information.

EDUCATION

University of North Carolina at Chapel Hill

Aug 2015 – Dec 2017

B.S. Computer Science

GPA: 3.34

- Relevant coursework: Foundation of Programming, Data Structure, Computer Organization, Models of Languages and Computation, Algorithms and Analysis, Data Structure, Android Programming Applications, Internet Services and Protocols, Advanced Web Programming, Files and Databases, Web Design.

North Carolina State University at Raleigh

Jun 2013 - May 2015

GPA: 3.84

- Relevant coursework: Introduction to Programming- Java, Introduction to Computer Systems, Discrete Math, Computer Systems Programming, Linear Algebra.

PROJECTS

Meal Pal

- Built a social dining web application that helps UNC students find dining partners in on campus dining halls.
- Full stack development on core features including user login and validation, real time meal request system, chat service, and dashboard with ReactJS, Materialize-UI, Redux, NodeJS, Express, PusherJS and MongoDB.

FTP Client/Server (Course)

- Developed basic ftp client and server applications in Java.
- Written code to specifications to support 3-way handshake connection establishment, file retrieval, and error handling.

Bomber Man

- Developed a clone version of bomber man game in Java with multithreading, AWT, and Swing libraries.
- Prototyped and built screen resolution auto adjustment, map layout generation, multiplayer mode, and power-up functionalities.
- Developed AI bots which can roam, set or escape bombs, and follow players in the maze by implementing A* algorithm.

Hack Chips and Assembler

- Built and validated various computer part chips (MUX, DEMUX, RAM, ROM, MEMORY, CPU, ALU) and a working computer chip.

- Designed and developed a Hack language assembler that can translate symbolic hack code into machine code with Java.

ONLINE COURSEWORK

Stanford Algorithms and Analysis • Operating Systems and Systems Programming – UC Berkeley • Parallel, Concurrent, and Distributed Programming in Java Specialization – Rice University • Machine Learning – Stanford • Software Construction: Object Oriented Design – edX • Build a Modern Computer from First Principles: From Nand to Tetris - Coursera