
Ziye Wang

Education

Northwestern University, Evanston IL

Sept 2022 – June 2026

Bachelor of Arts – Computer Science – GPA **3.8**

Relevant coursework: Data Structures & Algorithms, Linear Algebra, Computer Graphics, Introduction to AI, AI & Experimental Narrative, Human-Computer Interaction, Game Design, Rapid Software Prototyping

Experience

Co-Founder & Mobile Software Developer – Roombee, Evanston IL

Oct 2023 - Present

- Co-founded Roombee, a startup based in Northwestern University's The Garage, featuring an iOS app build with Swift in Xcode. Launched on the App Store September 2024.
- Developed features across full stack, leveraging Firebase for database management and AWS Lambda functions for backend. Refactored app into MVVM architecture. Created mid-fidelity prototypes to potential investors with Figma.
- Collaborated with team through Gantt charts and Jira to streamline project timelines and assignments.

Database Developer Intern – Snurr Research Group, Evanston IL

June 2024 – Sept 2024

- Designed and launched a MySQL database that parses tabular data from metal organic framework simulations. This relational database also works with a computer's local file storage system for convenient .cif file retrieval that regularly backs up data regularly to a remote server.
- Developed an Electron app as frontend for user-friendly data access by automating SQL commands.

Webmaster - The Daily Northwestern, Evanston IL

Jan 2024 - Mar 2024

- Managed Northwestern University's campus newspaper on Wordpress.
- Coordinated with both Editorial and SPC board to design the Daily's web pages.

Publicity Committee Head - Celebrasia

Dec 2024 - Mar 2024

- Spearheaded the ideation and creation of promotional media for Northwestern University's largest cultural event, which celebrates Asia and the Asian diaspora. Used Adobe Creative Suite to make media.

Awards

Hackathons

Best Technology - WildHacks

April 2024

- Awarded the Best Technology award at Northwestern's largest hackathon. Created a fullstack iOS app called "Mood Genie" which functions as a music social connection app that uses Spotify API to generate personalized playlist profiles. As the full-stack developer, I built the entire frontend using Swift and implemented backend connectivity by creating Flask endpoints in Python to enable seamless communication between Xcode and the backend server.

First Place - FreshHacks

October 2023

- Awarded first overall in the hackathon. My team and I developed an app using Swift called Roombee, which launched in the app store the next year.

Projects & Technologies Used

Software Development Portfolio: <https://ziyew-zz.github.io/Ziye-Portfolio/>

- Built with React.js, styled with CSS, enhanced with JavaScript, deployed on GitHub Pages, utilizing Node.js for deployment, structured with HTML, and wireframed using Figma.

Play&Plate

- Developed single-level game using Unity and wrote scripts in C#.
- Created both sprites and game logic, as well as published the game into Itch.io.

Chemical Structures Simulation Database

- Implemented with MySQL, explored MongoDB concepts, designed as a relational database with normalization techniques.

MoodGenie

- Developed in Xcode with Swift for the view and view-model layers, using Flaask for the backend.
- Integrated Spotify's API using RESTful API calls, leveraging Flask and Python to handle data retrieval and processing for core functionalities.

Good Neighbor

- Developed mobile app in a team setting using Agile methodologies. Full-stack project utilizing Firebase for the backend and Vite React for the frontend, with JSON parsing to manage data flow.