Allen Wang

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EDUCATION

Texas A&M University, College Station, Texas (Undergraduate)

June 2025

Degree: Bachelor of Science in Computer Science; Minor in Game Design

GPR: 3.78 as of Fall 2023

MAJOR COURSEWORK

- Data Structures and Algorithms
- Discrete Structures Computing
- Computer Organization
- Programming Languages
- Intro to Computer Systems

PLANNED COURSEWORK

- Design Analysis Algorithms
- Computer Human Interaction
- Cloud Computing
- Software Engineering
- Computer Graphics

SKILLS

Programming Languages: Java, C++, C#, Python, Bash, LaTeX, Haskell

Developer Tools: Git, Github, Google Cloud Platform, Windows Subsystem for Linux, Unity, Godot

ACTIVITIES

Aggie Coding Club (ACC)

September 2021 – Current

Project Member

- Participated in LEETcode practice meetings, improving skills in solving technical problems.
- Part of the "Hyper Lethal" project, a game development project utilizing Unity. Assigned for Visuals and Item/Module systems design.

PROJECTS

Physics Orbital Simulator

A simple python script which models the inner planets rotating around the sun. Can run in real-time or at variable speeds, giving speeds or positions of each planet. Visually shows the trajectory and positions of the celestial bodies.

Personal Discord Bot

Utilizing Discord, an online social platform to communicate and chat, this is my first experience tinkering with API calls. Written and Python and actively running on a Raspberry Pi. Actively being worked on and improved.

Virtual Garage Door Switch

A hardware-based project using a Raspberry Pi. Originally utilizing Amazon systems, utilizes SmartThings, a "smart home" controller to communicate with the house network. Allows for remote control of the garage door and checks temperature and open/close.

• LOGISM Circuit Computer

Created a small computer system utilizing circuits and simple gates to mimic a computer system, including ROM, RAM, CPU, Memory, and I/O. Allows for input of simple assembly commands and programs in binary.