Charles Wang

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EDUCATION

University of Pennsylvania · *Philadelphia, PA*　　　　　September 2022 — expected June 2026
- ➜ School of Engineering & Applied Science
- ➜ Cumulative GPA: 3.70
- ➜ Bachelor in Engineering in Computer Graphics

TECHNICAL SKILLS + INTERESTS

Languages + frameworks　　Java, C#, Python, T3 stack (Next.js, TypeScript, Tailwind CSS), Haskell, Qt

Software + tools　　Adobe Illustrator, Figma, Unity, Linux

RELEVANT COURSEWORK

- ➜ Computer Systems
- ➜ Data Structures and Algorithms
- ➜ Multivariable Calculus
- ➜ Mathematical Foundations of Computer Science
- ➜ Computational Linear Algebra
- ➜ Interactive Computer Graphics

EMPLOYMENT EXPERIENCE

American Pool · *Bethesda, Maryland*　　　　　August 2020 — August 2022 (seasonal)
Pool Lifeguard
- ➜ Regulated the safety and order of swimmers in a fast paced, team-based environment.
- ➜ Manned the front desk and assisted with customers regarding memberships and registration.

Regal Cinemas · *Rockville, Maryland*　　　　　March 2022 — June 2022
Floor Staff
- ➜ Resolved issues with customers regarding ticket sales, theater quality, and general inquiries.
- ➜ Engaged customers by selling tickets, concession products and offering additional services.

PROJECTS

sddm-theme-corners · custom theme for SDDM, a Linux login manager　　　　　January 2023
- ➜ Focused on UI/UX, enabling easy and visually attractive access to power, session, and user controls.

RCW · minigame made in Unity, based on the Stroop effect　　　　　June 2023
- ➜ endless, fast-paced game focused on clean UI/UX and addictiveness!

ACTIVITIES

TEDxPenn · Design Team　　　　　October 2022 — Present
- ➜ Designed the annual theme logo and maintained a cohesive brand language for all outward-facing aspects of the upcoming conference, including merchandise, social media posts, and other materials.

Penn UPGRADE · Event Organizer　　　　　January 2023 — Present
- ➜ Participated in Penn's video game development club and helped make our upcoming game.

PennApps · Creative Team　　　　　February 2023 — Present
- ➜ Managed and planned all creative and visual aspects of the world's largest and oldest college hackathon to keep the event visually fresh, cohesive, and welcoming to all participants.

Penn ACM SIGGRAPH Chapter · Board Member, Design　　　　　October 2022 — Present
- ➜ Coordinated club activities and organized events, including guest speakers and software workshops.
- ➜ Designed graphics to promote club happenings and raise awareness.

MoCo Student · Graphics Section Editor　　　　　September 2019 — June 2022
- ➜ Supervised artists, assigned graphics and deadlines to create visuals that complemented the articles.
- ➜ Created 40+ unique graphics across 3 years' worth of articles.