Charles Wang

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EDUCATION

University of Pennsylvania · *Philadelphia, PA*   September 2022 — Expected June 2026
- ➔ School of Engineering & Applied Science
- ➔ Cumulative GPA: 3.74
- ➔ Bachelor in Engineering in Computer Science

TECHNICAL SKILLS + INTERESTS

Languages, Frameworks   Java, Python, Haskell, JavaScript, HTML/CSS, React.js, OCaml, QML, Qt Framework

Unix/Linux Systems   Bash, shell scripting, managing a graphic/command line installation

UI/UX, Product Design   Adobe Creative Cloud, Illustrator, Photoshop, Figma, Canva

RELEVANT COURSEWORK

- ➔ Programming Languages and Techniques
- ➔ Data Structures and Algorithms
- ➔ Multivariable Calculus
- ➔ Mathematical Foundations of Computer Science
- ➔ Computational Linear Algebra
- ➔ Market and Social Systems on the Internet

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.

Convergence · game made in 48 hours for Chillennium Game Jam 2023   February 2023
- ➔ 2D platformer with a unique artstyle and gameplay involving cooperation between two characters.

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 · Member   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, Graphic Designer   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.