Aidyn Wang

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EDUCATION

New York University, Tandon School of Engineering   **New York, NY**
B.S. in Computer Science, Minor in Cybersecurity   May 2024
- *Relevant Coursework:* Computer Networking, Network Security, Computer and Information Security, Application Security, Object-Oriented Programming, Data Structures and Algorithms, Information Systems Analysis and Design, Operating Systems, Computer Architecture, Data Analysis

TECHNICAL SKILLS

- **Proficient** in C++, Python, Dart, Flutter, Git, XCode, VSCode
- **Familiar** with Javascript, HTML, CSS

PROJECTS

Sustainable Living Mobile/Web Application - Pantry Buddy   Jan 2024 - May 2024
https://github.com/azizakurbonova/Pantry-Buddy.git   SRS   SPMP
- Developed full-stack application aimed at curbing food waste and fostering sustainable consumption habits
- Built using Flutter, with Firebase for authentication, real-time database, and notifications
- Implemented camera recognition to enable users to input grocery items via barcodes and utilized data scraping techniques to estimate product expiration dates and enable users to lookup grocery items
- Authored and maintained comprehensive documentation outlining solution development planning and validation methods, ensuring adherence to industry-standard practices throughout product lifecycle

Cache and Pipeline Simulators   May 2023 - Aug 2023
https://gitfront.io/r/amlwang231.Cache-Simulator/   https://gitfront.io/r/amlwang231/Pipeline-Simulator/
- Used C++ and XCode to develop a CPU cache simulator, including L1-L2 caches and a write-back policy
- Developed Pipeline Simulator to emulate processing of machine language instructions within a pipeline and illustrating execution through the manipulation of register and main memory values

Native Desktop Text RPG - Fight   Jan 2021 - May 2021
https://gitfront.io/r/amlwang231/Fight/
- Developed text-based game depicting Nobles commanding armies consisting of multiple warrior types
- Utilized Object-Oriented Programming principles including abstraction, encapsulation, polymorphism, and inheritance to ensure code efficiency, security, and maintainability
- Implemented copy control for effective object and memory management within classes

WORK EXPERIENCE

Hagerty, Inc   **Remote**
.NET Engineering Intern   May 2024 — Aug 2024
- Contributed to development and maintenance of member communications platform in writing, testing, and debugging code with clear documentation and automated tests using C#/.NET, SQL, and Podman
- Acquired knowledge in language ecosystem components, including libraries, frameworks, tooling, and CI/CD, observability, and cloud deployment

New York University   **New York, NY**
Resident Assistant   May 2021 — Dec 2022
- Employed interpersonal and communication skills to cultivate welcoming and inclusive communities
- Spearheading planning and execution of initiatives aimed at fostering engagement and belonging

Albany Medical Center   **Albany, NY**
Research Intern   May 2020 — Aug 2020
- Developed skills related to scientific communication, utilization of large databases, and statistical testing on Graphpad