

Andy Wang

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Programming Languages: Python, Java, SQL, NoSQL, C, C++, Dart, HTML, JavaScript, TypeScript, JSON

Frameworks & Libraries: OOP, Linux, Node.js, Flutter, Spring Boot, React, Git, Networking

Tools & Technologies: MySQL, PostgreSQL, MongoDB, MS Office Tools, GitHub

Development Skills: Full-Stack Development, RESTful APIs, System Design, Web & Database Server deployment

Soft Skills: Problem Solving, Team Collaboration, Strong Work Ethic, Initiative-Driven, Challenge-Oriented

EDUCATION

Simon Fraser University

Sep 2023 – Present

Computing Science Undergraduate

Language: fluent in English and Mandarin

Class: Intro to Artificial Intelligent, Data Structures and Algorithms, Numerical Analysis, Client-side Web programming

PROJECTS and EXPERIENCES

Artificial Intelligent Receipt Scanner (SFU Group Project)

Jun 2025 – Present

- Developed an AI-powered scanner that extracts key financial data (totals, dates, vendors) from images of physical receipts using Optical Character Recognition (OCR).
- Applied OpenCV for image pre-processing, including resizing, grayscaling, denoising, and leveling, to optimize text extraction accuracy from diverse receipt images.
- Trained a supervised learning model integrated with PyTesseract to recognize and extract structured text.

Maze Game (SFU Group Project)

Jan – Apr 2025

- Collaborated with a 4-member team using GitHub for version control, work effectively with Agile practices to distribute and coordinate tasks and deliver a fully functional prototype of a Java-based maze game
- Developed core game components using Java, including the main menu and file-handling system, following Maven project structure and leveraging the Java Swing library with technical documentation
- Tested all functions and systems using JUnit 5 and improved the program for better efficiency and quality.
- Configured a remote Oracle Cloud server for backend services, integrating it with Spring Boot (REST API) and MySQL to support score logging and leaderboard retrieval

URL Bookmarking App

Jun – Dec 2024

- Design and develop a standalone Windows application to streamline bookmark management, enabling users to efficiently store, tag, and search unlimited bookmarks beyond browser constraints
- Build in app storage solutions using SQLite, transitioning from external database to enhance portability, usability and reduce dependency and space
- Experiment with new techniques and tools, always desire to make things better through structured thinking
- Optimize search functionality with custom algorithms, improving retrieval speed and enhancing user experience through intuitive tagging and filtering features

Software Engineering Intern (Marine Thinking | Halifax, NS)

Aug 2022 – Jan 2023

- Developed a dynamic full stack controller system for distributor agents, leveraging Java and Spring Framework to manage backend logic and MySQL for scalable data management
- Crafted a responsive front-end interface with Flutter and Dart, integrating HTTP requests to enable seamless searching, filtering, and editing of distributor data via RESTful endpoints
- Collaborated with cross-functional teams to ideate, design, and deploy the solution, reducing manual processing time and enhancing distributor efficiency