Andy Wang

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Relevant Projects

Honestly, *Project Coordinator*   January 2020

https://devpost.com/software/honestly
BoilerMake VII Hackathon project I developed with 4 others. Honestly takes a search query and intelligently finds relevant keywords from across the web and our own database. *Technologies used: MongoDB, Node.js, Express.js, Heroku, JavaScript, HTML, CSS, and Python.*

VR Maze Game, *Project Owner*   August 2019

A cooperative asymmetrical multiplayer virtual reality game I made myself. A large 3D maze is randomly generated, and one player is stuck inside and needs the second player to help them navigate and escape the maze. *Technologies used: Unity and C#.*

Twistter, *Backend Developer*   August 2019 – December 2019

https://twistter-cs307.herokuapp.com
Social media web app developed by me and 5 others. Users securely log in to create posts and follow other users. I made the backend systems to create and display posts intelligently. *Technologies used: MongoDB, Node.js, Express.js, Heroku, JavaScript, HTML, and CSS.*

Impact, *Project Coordinator*   October 2018

https://devpost.com/software/impact-8zx1q4
BoilerMake VI Hackathon project I created with 2 others. Impact determines optimal locations for objects. I created a random map generator, a system that reads population data from a file, and the front end. *Technologies used: Unity and C#.*

Education

Purdue University

- B.S. Computer Science
- Minor: Mathematics
- Aug 2017 – Dec 2020
- GPA: 3.65

Skills

C#

Java

C++

C

JavaScript

HTML / CSS

Python

Unity

Work Experience

Electronic Arts, *Orlando, FL*   May 2020 – August 2020
Software Engineer Intern
- Designed and built usability and functionality features for Frostbite's custom Vector Shape Editor
- Improved the workflow for EA's content creators by over 300% while performing certain tasks
- Took the initiative to find, report, and fix bugs in the Vector Shape Editor
- Collaborated with engineers using C#, XAML, WPF, C++, Visual Studio 2019, and Perforce to work in the multi-million-line Frostbite codebase

Bricks 4 Kidz, *Bay Area, CA*   May 2018 – August 2019
Teacher
- Lead teacher assistants to teach classes of thirty kids (ages 5-16) to express their creativity through building motorized Lego and EV3 Robotics models
- Aided students with disabilities to develop their social and cognitive skills

Relevant Experience

Purdue ACM SIGGD, *West Lafayette, IN*   January 2019 - Present
Software Engineer
- Developed core gameplay mechanics for 3 game projects using Unity and C#
- Used GitHub and Trello to coordinate with the other 6 members of the programming team and merge all our contributions together
- Collaborated with the other 10+ members of the SIGGD team to discuss ideas for our year-long game development projects

Microsoft Minecraft Capstone Project, *West Lafayette, IN*   August 2020 - Present
Software Engineer
- Open sourcing Minecraft Bedrock's RenderDragon rendering engine in a team of 7 using C++