Bingying Wang

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EDUCATION

University of Utah **GPA: 3.845** Expected May 2026

Bachelor of Computer Science, Minor in Mathematics

Academic Excellence Scholarship July 2021 – May 2025

Dean's List May 2022, Dec 2022, Aug 2024, Dec 2024

SKILLS

Programming Languages: C, C#, C++, Java, JavaScript, Python, R, Ruby, Racket

Technical Skills: HTML/CSS, MATLAB, SQL, QT

Tools: Git, Docker, Visual Studio Code, WordPress

Languages: English, Mandarin, Japanese

EXPERIENCE

Teaching Assistant August 2023 – May 2024

Kahlert School of Computing at University of Utah Salt Lake City, UT

- Enhanced student understanding of data structures and algorithms by instructing and guiding students during lab sessions and help hours at the University of Utah, utilizing practical examples and problem-solving techniques.
- Collaborating with peers and instructors to address and resolve academic concerns among students.
- Helping professors with generating homework solutions and exam solutions, as well as grading.

Research Assistant May 2024 – August 2024

Kahlert School of Computing at University of Utah Salt Lake City, UT

- Collaborated on the CHPC (Center for High Performance Computing) Security Research Project, developing data processing techniques to enhance system security.
- Managed a unified GitHub repository to streamline version control and project collaboration among team members.
- Designed and prepared user surveys pending IRB approval, to directly engage CHPC users and collect essential data for project advancement.
- Employed analytical tools to interpret user data, contributing to the development of improved security measures and protocols.

PROJECTS

CHPC Security Research Project

Center for High Performance Computing (CHPC), University of Utah | Salt Lake City, UT

- Developed advanced data processing methodologies using Python, SQL and database knowledge to enhance the security and performance of CHPC systems.
- Collaborated on maintaining a unified GitHub repository to ensure efficient version control and team collaboration.
- Designed and implemented user surveys to engage directly with CHPC system users, collecting critical feedback to inform security improvements.
- Conducted data analysis with Python and SQL to optimize system performance and strengthen security measures, contributing to CHPC's operational capabilities.

Sprite Editor Project

University of Utah | Salt Lake City, UT

- Utilized Qt framework to build the application, focusing on user-friendly UI for sprite creation and animation preview.
- Implemented key features such as pixel-level editing**,** frame-by-frame animation, and onion skinning to enhance user experience in animation workflows.
- Integrated JSON-based project saving and loading, allowing users to efficiently save their projects and continue their work seamlessly.
- Worked closely with a team of 5 members, ensuring effective task division and timely project milestones, and contributed to system design using UML class diagrams.
- Conducted market research on existing sprite editors to identify strengths and potential improvements.