

Chung-chun (Jason) Wang

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Computer Engineering major with strong leadership, communication, and creative skills. Experienced in developing large, graphics intensive web applications, embedded systems, and video games. Winner of several full stack and hardware-related hackathons.

Education

Georgia Institute of Technology | Atlanta, GA

Bachelor of Science in Computer Engineering

Aug. 2024 – Present

Expected Graduation, May 2028

Relevant Coursework: Introduction to Object-Oriented Programming, Linear Algebra, Fundamentals of Digital Design

The Barstow School, Ningbo Campus | Zhejiang, China

High School Diploma

Sept. 2020 – June 2024

GPA: 4.709, ACT: 36, Valedictorian

AP exams (all score of 5): Comp Sci A, Calc BC, Stats, Physics C: E&M/Mech, Chem, Micro/Macroeconomics, Psychology, Physics 1

Skills

Programming: C++ (proficient), JavaScript (6+ years of experience), Java, Python, C, C#, TypeScript, SQL, Node.js, PHP, Bash, Dart

Frameworks/APIs: ReactJS (proficient), SolidJS, Svelte, WebGL/OpenGL, Flutter, Django, Unity (especially proficient in VR), Godot

Hardware: Raspberry Pi, STM-32

Software: Visual Studio, VS Code, VIM, IntelliJ Idea, Fusion 360, Git/GitHub/Gitlab, Davinci Resolve, Final Cut Pro, Logic Pro, Audacity

Experience

Research Intern | PranaQ LLC | Biotech Firm | New York, NY

June – Aug. 2023

- Developed an internal ML training framework with a scalable architecture (based on Clean Architecture principles).
- Trained predictive models for blood pressure based on PPG signals. Achieved accuracy similar to papers in the field.

Software Developer Intern | PranaQ LLC | Biotech Firm | New York, NY

June – Aug. 2021

- Independently created a collaborative medical signal (e.g. PPG) annotation tool with features on par with industry software.
- Employed WebGL for complex signal graphing capabilities and a Django backend to process signal files and annotations.

Projects

MITI: a Collaborative MIDI Editor (Won Suno Track at HackMIT) | Lead Developer, Designer | youtu.be/JEvGxL2P9GA

Sept. 2024

Built a MIDI (music composition file) editor that enables multiple users to work on a project at once, with almost instantaneous live sync of all changes. Designed for editor plugins, bringing VIM/VSCode-like customizability to composition. Includes GitHub Copilot-like tool to assist with music editing, with which where users can select portions of compositions and query AI to get edits.

Budibase Plugins | Open-Source Developer | github.com/chungchunwang/Budibase-Plugins

Sept. 2022 – Jan. 2023

Coded open-source plugins in Svelte for the low-code platform Budibase. Utilized skills in JavaScript APIs manipulating binary data.

- QR Code Scanner:** Won Best Component at the Budibase hackathon and shortly after implemented into Budibase natively.
- File Upload + File Repeater:** Allowed files to be stored in-line with other data within Budibase, and easily displayed.

SmartSort Self-Sorting Bin (MLH Hackathon Winner) | Independent Developer | devpost.com/software/smartsort

Jan. 2021

A smart trash can that uses object detection to classify trash, a Raspberry Pi controlled servo system to sort it into the correct bin, and a “Trashlytics” website to graph trash output (based on an in-built scale) and give personalized tips for being eco-friendly.

Light Sword VR Game Development | Independent Developer | chungchunwang.github.io/Light-Sword-VR

Aug. 2022

Unity project developed in 3 weeks recreating the Beat Saber VR game with custom map support and extended game mode settings.

Album (Unearthed from the Project Folder) / Other Works | Composer/Producer | <https://tinyurl.com/jason-demo>

Since 2018

Leadership or Activities

President and Founder | Competitive Programming Club

Sept. 2020 – June 2021

Taught various coding concepts in C++ and helped guide members through solving competitive programming problems.

Head of Human Resources (Won Student Union Contribution Award) | Student Union

Sept. 2022 – May 2023

Independently programmed, hosted, and launched an internal management website for 100+ member student union. The site tracked member tasks, groups, events, attendance, project proposals, questions and more, making responsibilities clearer.

Head of Outreach (Won Student Union Contribution Award) | Student Union

Sept. 2020 – May 2022

Planned events such as the school-wide chess tournament. Led talks with other 5+ schools for inter-school events.

Distinctions

Gold Rank | USA Computing Olympiad

March 2023

Suno Track Winner | HackMIT 2024 | Project: MITI – Collaborative MIDI Editor

Sept. 2024

First Overall | MLH New Year New Hack Hackathon | Project: SmartSort

Jan. 2021

Best Component | 2022 Budibase Hackathon | Project: QR Code Scanner

Oct. 2022

Perfect Score (All questions correct in addition to score of 5) in AP Computer Science A

Oct. 2021

Mary Barstow Award (Highest distinction honor awarded by our school)

3x; 2020-21, 2021-22 & 2023-24

1st Place (Full) High School Scholarship

4x; 2020-24 School Year

First Place | 2022 School Science Fair

May 2022