Chung-chun (Jason) Wang

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Education

Georgia Institute of Technology | Atlanta, GA   *Aug. 2024 – Present*
Bachelor of Science in Computer Engineering   *Expected Graduation, May 2028*
Relevant Coursework: Introduction to Object-Oriented Programming, Linear Algebra, Fundamentals of Digital Design
The Barstow School, Ningbo Campus | Zhejiang, China   *Sept. 2020 – June 2024*
High School Diploma   *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
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.

SearchMate (1st Place; Intel Title Track at DubHacks) | Developer, Designer | devpost.com/software/searchmate-zyamof   *Oct. '24*
Built a "Spotlight Search" tool that allows for simple file search based on semantic content. For example, search for photos with "my dog at the beach", and notes with "classical culture notes". All file indexing done securely on-device with multimodal embeddings. Indexing is fast and cached to update only on file change. Uses OpenVINO to take advantage of Intel AI PC processing power.

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.

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 Place	DubHacks Intel Title Track	Project: SearchMate – Intelligent File Search**	*Oct. 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*