C H U N. W A N G

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SUMMARY

Software professional with a good eye for design and a passion for making innovative, enjoyable and smooth user experiences.

EDUCATION

University of Virginia — Charlottesville, VA, Class of 2014

Bachelor of Science in Computer Science; Minor: Applied Math; 3.95/4.00 Major GPA; 3.91/4.00 Cum GPA; Graduated with highest distinction

Senior Research Reports: Designing Data Visualizations for Open Science (technical project) / Incentive structure for Open Science in Web 2.0 (social study).
Selected Coursework: Theory of Computation, Computer Architecture, Algorithms, Operating Systems, Human-Computer Interaction in Software Development, Cloud Computing, Web and Mobile Systems, Program & Data Representation, Digital Logic Design, Numerical Methods, Special Topic in Applied Math: From Data to Knowledge.

EMPLOYMENT HISTORY & RESEARCH EXPERIENCE

Software Engineer II (UI), AppDynamics — San Francisco, CA, 2014 - Present

Designing and developing complex yet performant AngularJS-based web application UI that provides rich interactive data visualizations to help users get deep insight from a wealth of data. Experienced in all areas of the software product lifecycle: designing, prototyping, developing, maintaining, and automating end-to-end tests for products of shippable quality. Implementing new features and optimizing existing ones, including reusable UI components shared with other products. Working closely with a team including product management, visual designers, and backend engineers to ensure products are shipped quickly and with high quality. Mentoring junior developers with their work.

Software Engineer & Research Intern, Center for Open Science — Charlottesville, VA, 2013-2014

Advisors: Professor Jim Cohoon, Professor Michael Gorman
Created a fully interactive data visualization tool for the Open Science Framework. The web portal provided a comprehensive management interface to display, filter, sort, search for users' research contribution and suggested collaboration possibilities within the Open Science Framework. Conducted social research on the incentive structure for online Open Science communities.

Software Engineer Intern, Curiosity Media Arlington, VA, 2013

Responsible for implementing several new features of for SpanishDict.com, including playing audios/videos in slow motion, recording/recognizing user voices and providing feedback on pronunciation, to help millions of users of the site to learn the language with multimedia. Crafted the marketing site (for both desktop and mobile devices) for the company's flagship Spanish-learning app, Fluencia. Developed an in-house JavaScript library to track client data which led to UX improvements and a boost in conversion rate to 40% on desktop and 22% on mobile devices, from 13% and 5% respectively.

Researcher, Theory & Algorithm Lab, Clemson University Clemson, SC, 2012

Research Experiences for Undergraduates (US National Science Foundation), Data Intensive Computing
Advisor: Professor Brian Dean
Researched machine learning / Markov Chain algorithms to interpret large scale EEG data with complex pattern recognition. Initiated an effort on a customized machine learning model capable of interpreting clinical EEG data intelligently at ~4,400 signals/sec and a web interface that visualized the results in web browser in realtime. Collaborated with medical professionals to improve the system. Presented the work at the REU program's final symposium.

Research Assistant, Virginia Polytechnic Institute and State University Blacksburg, VA, 2011-2012

Participated in two research projects at the Center for Human-Computer Interaction.

Intelligent Manufacturing & Assembly Systems Laboratory
Advisor: Professor Jaime Camelio
Wrote MATLAB programs to experiment with statistical models that detect anomalies in high-density data produced by 3D laser scanners when production system failed.

Laboratory for User-Centric Innovations in Design
Advisor: Professor Woodrow Winchester
Applied innovative narrative analysis techniques on interview scripts with emergency room nurses for advancement in healthcare human factors. Investigated approaches to streamline the analysis process to be more effective in future application.

TECHNICAL SKILLS

General - Java / Python / C++
Web - JavaScript (AngularJS, jQuery, TypeScript, D3.js) / HTML5 / CSS3 / Sketch 3 (UX Design)
Data - SQL / Hadoop / MongoDB / R / Machine Learning / Statistics
Mobile - Mobile web / Android

CERTIFICATION

Interaction Design Specialization, UC San Diego on Coursera (2014)

Post-Baccalaureate Certificate in Visual Arts, UC Berkeley Extension at San Francisco (2015 - Present)