CHUN WANG

email: chun@chunwang.me · *phone:* +1 (571) 315 0540 · *web:* http://chunwang.me

Education

University of Virginia *Charlottesville, VA, Class of 2014*

Bachelor of Science in Computer Science (Minor: Applied Mathematics)

Major GPA: 3.95/4.00 Cumulative GPA: 3.91/4.00
Graduated with highest distinction

Senior sociotechnical thesis: *Designing Data Visualizations for Open Science (technical report). Incentive Structure for Open Science in Web 2.0 (social study).*

Professional Experience

AppDynamics *San Francisco, CA, Jul 2014—present*

Senior Software Engineer *Sep 2016—present*
Software Engineer II *Aug 2015—Sep 2016*
Software Engineer I *Jul 2014—Aug 2015*

Design and develop highly complex yet performant AngularJS-based Web application UI, which provides rich interactive data visualizations to help customers gain insights into the performance of distributed software environments. Implement new features and optimize existing ones, including reusable UI components shared across teams. For new features, create high fidelity UI mockups and design backend APIs, architect code structures and lay the foundation for other UI developers to build on. Fix bugs and iterate products at high velocity. Work closely with product manager, visual designers, backend engineers and quality assurance engineers on a day-to-day basis. Help hire the team and oversee junior developers.

Curiosity Media *Arlington, VA, Jun—Aug 2013*

Software Engineer Intern

Designed and implemented several new features at SpanishDict.com, including slow-speed audio and video playback, and speech recording and recognition tools that provide feedback on user pronunciations. Crafted the promotional website for the company's new flagship Spanish learning app, Fluencia, to market the product to the millions of users at SpanishDict.com. Developed 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 the initial 13% and 5% respectively.

Symplivety *Williamsburg & Charlottesville, VA, Mar—Sep 2013*

Front-End Engineer

Symplivety (sold in 2014) was an online marketing platform aimed at creating a competitive market for off-campus college property rentals. I redesigned and rebuilt the product UI, and pitched our business plan at the University of Virginia Darden Business Plan Competition as a Finalist.

Research Experience

Center for Open Science *Charlottesville, VA, Aug 2013—May 2014*

Software Engineer Intern & Researcher Advisors: Professor Jim Cohoon, Professor Michael Gorman

Created an interactive data visualization tool for the Open Science Framework, where scholars share and collaborate on research projects for free. The feature provided a one-stop interface for users to present, filter and search for research projects and materials. Its network element was able to visually suggest potential collaboration opportunities within the Open Science Framework. Also conducted social research on the incentive structure for online Open Science communities.

Clemson University *Clemson, SC, Jun—Jul 2012*

REU Researcher

Research Experiences for Undergraduates (National Science Foundation), Data Intensive Computing

Theory & Algorithm Lab Advisor: Professor Brian Dean

Researched machine learning/Markov chain algorithms that would interpret large scale EEG data intelligently with complex pattern recognition. Designed and implemented a customized machine learning model capable of interpreting clinical EEG data intelligently at ~4,400 signals/sec and visualizing 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.

Virginia Tech *Blacksburg, VA, Aug 2011—May 2012*

Research Assistant

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

i. *Intelligent Manufacturing & Assembly Systems Laboratory* Advisor: Professor Jaime Camelio

Wrote MATLAB programs that experimented with statistical models for detecting anomalies in high-density data produced by 3D laser scanners, seeking intelligent quality control in manufacturing processes.

ii. *Laboratory for User-Centric Innovations in Design* Advisor: Professor Woodrow Winchester

Conducted research that explored the use of narrative analysis methods during the concept phase of design. Detailed a rigorous protocol to analyze transcripts from interviewing emergency room nurses. The output was an understanding of user needs and context-of-use, which was then applied to inspire the design of new medical products and process solutions. Investigated approaches to streamline the analysis process in future applications. Presented the work at Annual Research Symposium and Exposition.

Activities & Interests

CODAME ART+TECH *San Francisco, CA, Aug 2016—present*

Featured Artist & Webmaster

artist profile: codame.com/artists/chun-wang *portfolio website:* portfolio-chunwang.com

We celebrate creativity by promoting the collaboration between artists and technologists. As an artist, I embrace technology as a medium for artistic expression and to enrich the way art is perceived and understood. My latest works piece together fine arts, creative coding, and augmented reality to invent multilayered aesthetic experiences.

Volunteer, Gray Area Foundation For The Arts *San Francisco, CA, May 2016—present*

Run public demos for works that exist at the intersection of art and technology.

Student, ARVR Academy *San Francisco, CA, Mar—May 2016*

Studied the basics of augmented and virtual reality content design and development through hands-on projects. Participated in evaluation of the new curriculum.

Mentor, Computers4Kids *Charlottesville, VA, Aug 2013—May 2014*

Taught middle-school students the concept of programming and software skills, through creating websites and computer games.

Public Relations Chair, Council of International Student Organizations, Virginia Tech, 2011–2012

Director of Publicity, Association of Chinese Students and Scholars, Virginia Tech, 2011–2012

Mentor, Honors Residential College, Virginia Tech, 2011–2012

Technical Skills

General: Java, Python, C++

Web: JavaScript (AngularJS, Node.js, jQuery, TypeScript, D3.js), HTML5, CSS3, Selenium, ActionScript

Data: R, SQL, Hadoop, MongoDB, Machine learning, Statistics, Data visualization

UI/UX Design: Sketch 3

Creative: Unity, Processing

Mobile: Mobile Web, Android

Continuing Education

Interaction Design Specialization (Coursera, certified, 2014)

Post-Baccalaureate Certificate in Visual Arts, UC Berkeley Extension (expected 2017)

Honors & Awards

Best Demo Award for *Metric Browser*, AppDynamics, 2015

Joseph Sciulli Memorial Scholarship for *academic achievement and leadership potential*, 2013–2014, $3,000

University of Virginia Darden Business Plan Competition, *Finalist*, 2013

Virginia Tech John Grado Industrial Engineering Excellence Fund, 2011-2012, $4,000

Golden Key International Honor Society, 2011–2014