Brandon Wang

Computer Science Student

Personal Information

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LinkedIn
linkedin.com/in/brandonw4

Github
github.com/coconut750750

Website
coconut750750.github.io

Programming Languages (Proficient)

Python
Java
C++
JavaScript
HTML | CSS

Programming Languages (Familiar)

C#
SQL
Swift

Technologies

Git
AWS
Docker
Bamboo | Travis
Flask
JQuery | AngularJS | ReactJS
Android | Unity

Technical Skills

Computer Programming
Data Structures
Computer Architecture

Curious, persistent, and ambitious computer science student skilled at leadership and teamwork. Seeking for opportunities to expand computer science knowledge and pursue interdisciplinary projects.

Education

08/2017 - present — University of Illinois at Urbana-Champaign
B.S. in Computer Science GPA: 4.0 / 4.0
- Dean's List | James Scholar | Campus Honors
- Coursework: Data Structures, Computer Architecture, System Programming, Databases
- Recipient of the Illinois Engineering Achievement Scholarship

Experience

03/2018 - 08/2018 — Chicago Mercantile Exchange Group
Software Engineering Intern
- Modeled crop yield data with linear regression and neural network models to give CME insight on how to structure commodities market
- Engineered a versatile metric analytics reporting application
- Programmatically examined financial exchange data to pinpoint inaccuracies
- Expedited project build with continuous integration
- Worked in a large team using agile programming techniques and test driven developer

06/2016 - 08/2016 — Secondary Student Training Program
Computer Science Researcher
- Analyzed two-year's worth of data on more than 100,000 IoT devices to characterize trends in patching behavior
- Visualized data to compare trends with known patch releases
- Constructed mathematical models to predict future behaviors

08/2014 - 03/2016 — Shanghai Technology Institute
Research Intern
- Developed a web-store crawler to augment mobile security research
- Engineered a system of detecting insecure mobile applications

Publications

06/2017 — *Measurement and Analysis of Patching Practices for Industrial Control Systems*
https://dl.acm.org/citation.cfm?id=3084455

Projects

2018 - present — Shapify https://github.com/coconut750750/shapify
- Designed a genetic algorithm to recreate an image using translucent polygons
- Optimized algorithmic performance with polygon vectorization

2018 - present — Heist https://github.com/coconut750750/Heist
- Created an 2D adventure game in Unity
- Designed a custom navigation system by transforming 2D space into a connected graph and implementing an A* algorithm

2017 - 2018 — PokAI https://github.com/coconut750750/pokai
- Developed an AI that can play the Chinese card game Landlord
- Implemented Monte Carlo simulations to determine the best possible play

Activities

2018 — Engineering Open House Corporate Director
Software Design Studio Code Review Moderator

2017 — Reflections | Projects Public Communications
CS SAIL Teacher
SIG Human Computer Interaction
Illinois Programming League