# Brandon Wang

Computer Science Student

## Personal Information


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26 Carpenteria, Irvine, CA, 92602

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LinkedIn
linkedin.com/in/brandonw4

Github
github.com/coconut750750

Website
brandonwang.neocities.org


## Programming Languages (Proficient)

Python
Java
C++
JavaScript
HTML | CSS

## Programming Languages (Familiar)

C#
SQL
Swift

## Technologies

Git
AWS
Docker
Bamboo | Travis
Firebase | MongoDB
Flask | AngularJS
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 to 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
- Relevant Coursework: Data Structures, Computer Architecture, System Programming

2018
- 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

06/2016 - 08/2016 — Secondary Student Training Program
*Computer Science Researcher*
- Fetched, parsed, and analyzed two-year's worth of data on more than 100,000 IoT devices to characterize trends in patching behavior
- Aggregated and 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 — 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 - present — 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
- Planning on using a genetic algorithm to further optimize win percentage

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

## 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