

# Brandon Wang

Computer Science Student

## Personal Information

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LinkedIn  
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GitHub  
github.com/coconut750750

Website  
<https://coconut750750.github.io>

## 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 <i>B.S. in Computer Science</i> - Dean's List   James Scholar   Campus Honors - Relevant Coursework: Data Structures, Computer Architecture, System Programming	GPA: 4.0 / 4.0
2018	- Recipient of the Illinois Engineering Achievement Scholarship	

## Experience

03/2018 - 08/2018	Chicago Mercantile Exchange Group <i>Software Engineering Intern</i> - 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 <i>Computer Science Researcher</i> - 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 <i>Research Intern</i> - Developed a web-store crawler to augment mobile security research - Engineered a system of detecting insecure mobile applications

## Publications

06/2017	<i>Measurement and Analysis of Patching Practices for Industrial Control Systems</i> <a href="https://dl.acm.org/citation.cfm?id=3084455">https://dl.acm.org/citation.cfm?id=3084455</a>
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## Projects

2018 - present	Heist <a href="https://github.com/coconut750750/Heist">https://github.com/coconut750750/Heist</a> - 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 <a href="https://github.com/coconut750750/pokai">https://github.com/coconut750750/pokai</a> - 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 <a href="https://github.com/coconut750750/shapify">https://github.com/coconut750750/shapify</a> - 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