

# Corince Wang

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## EDUCATION

**Carnegie Mellon University, Pittsburgh, PA**

**Bachelor of Science in Information Systems, Dean's List**

**Graduate May 2026**

**Relevant Coursework:** Principles of Imperative Computation (Data Structure and Algorithm), Database Design and Development, Application Design and Development, Design Human-Centered Software, Mobile Web Design and Development, Probability and Statistical Inference

**GPA: 3.93/4.00**

## SKILLS

**Web Design and Development**

HTML5, CSS, JavaScript, Figma, Bootstrap

**Programming & Database**

Python (Object-Oriented-Programming), C, PostgreSQL, R, MongoDB, Linux

**Proficiency in Japanese**

N2 Level in Japanese-Language-Proficiency Test (JLPT)

**Digital Drawing, Graphic Design**

Procreate, Clip Studio Paint (CSP)

## RELEVANT PROJECTS

**Nov 2022 – Dec 2023**

**Course Project 1 (2023): Mobile Web Design and Development (67-240), Real-World Client Consulting Project**

- A demo of website: <https://corincewang.github.io/>
- Did responsive web design based on CMU Buggy Alumni Association's needs
- Designed 6 wireframes with race day and regular layouts on both laptop and mobile layouts in Figma
- Finished 3000+ lines of code in HTML5, CSS, and JavaScript (with Bootstrap frame) for the Home Page, What is Buggy Page, and History Page and got clients' and users' mutual satisfaction
- Done user testing on 15 users and iterated all designs while centering on user experience.

**Course Project 2 (2022): Fundamentals of Computer Science (15-112) Term Project**

- A 5 min video on this project: <https://drive.google.com/file/d/1Gox6CgU719lh-heB0O8HTTFmSypwGT3L/view?usp=sharing>
- Created a 2D Pixel-Style RPG Game in which players can freely explore the map, encounter NPC, and battle with enemies
- Applied Cellular Automata Cave Generation, Slidescroller, A\* Pathfinding, BFS Algorithm to generate a random map
- Finished 900+ lines of code in Python using OOP
- Designed and drew 4 characters & 5 enemies in pixel art style by Procreate

**Course Project 3 (2023): Database Design and Development (67-262), Re-engineering the Early Stages of LinkedIn Database**

- Developed a database life-cycle for LinkedIn through PostgreSQL
- Constructed conceptual model, relational model, physical model, and done normalization of the LinkedIn database model into BCNF Form
- Researched on LinkedIn, designed 10 user stories, and implemented them through executable SQL queries with psycopg2

## PROFESSIONAL EXPERIENCE

**Marketing Department, Full-time Intern | Axalta Coating Systems, Shanghai, China**

**Jul – Aug 2023**

- Attended ZAK World of Facades in Shanghai as an English-Chinese translator
- Designed 4 promotion posters and pull-tab for Coating Materials
- Collated 50 Potential Customers' requests from around the World and analyzed customers' requests and potential orders
- Translated Guidelines for Customer Requests and 12 Promotion Posters (English – Chinese)