Yaodong (Carl) Wang

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EDUCATION

Washington University in St. Louis — St. Louis, MO
Major in Computer Science — GPA: 3.75/4.00
Minor in Human Computer Interaction
Expected Graduation: May 2026

TECHNICAL SKILLS

Java, MySQL, C#, C++, Python, PHP, Mongo, Firebase, Flutter, Dart, Android, iOS, Swift, Visual Basic, Javascript, Node. JS, React. JS

ENGINEERING EXPERIENCE

Washington University School of Medicine Department of NeuroSurgery — **St. Louis, MO**
Android Development Intern — May 2025 - Present
- Collaborated with cross-functional teams to design, develop, and maintain high-quality software. solutions.
- Wrote clean, efficient, and well-documented code according to best practices and coding standards.
- Participated in code reviews, troubleshooting, and debugging to ensure software quality.

McKelvey School of Engineering — **St. Louis, MO**
Teaching Assistant for CSE 204 — January 2025 - Present
- Assist with course operations, including grading assignments and facilitating classroom activities.
- Host office hours sessions to help students with course content and assignments.

McKelvey School of Engineering — **St. Louis, MO**
Teaching Assistant for CSE 330 — January 2024 - Present
- Assist with course operations, including grading assignments and facilitating classroom activities.
- Host office hours sessions to help students with course content and assignments.

Papertrail Inc. — **St. Louis, MO**
Software Development Engineering Intern — June 2024 - Aug 2024

- Collaborated with cross-functional teams to design, develop, and maintain high-quality software. solutions.
- Wrote clean, efficient, and well-documented code according to best practices and coding standards.
- Participated in code reviews, troubleshooting, and debugging to ensure software quality.

McKelvey School of Engineering — **St. Louis, MO**
Teaching Assistant for CSE 132 — August 2023 - May 2024
- Assist with course operations, including grading assignments and facilitating classroom activities.
- Host office hours sessions to help students with course content and assignments.
- Invigilated exams.

McKelvey School of Engineering — **St. Louis, MO**
Computer Imaging Group, Research Assistant — May 2023 - December 2023
- Conducted research study on performance of adapted mismatched priors in the Plug-andPlay (PnP) method for image deblurring.
- Fine-tuned and optimized DruNet priors by training and testing using PyTorch code.
- Produced a paper report and gave a presentation on research findings.

2021 3rd MLBDBI Conference — **Guangdong, PR China**
Co-author on Object Detection Survey Paper — January 2021
- Researched Deep Learning based Object Detection methods with Yang Cao and Kaijie Jin.
- Produced a peer-reviewed, survey report on research findings.

PROJECTS

lsMaps (React. JS Web app) — December 2024
- Programmed and designed an app to get optimized directions for bicycles and low speed motorcycle riders

Picamera-stream (Robot OS node written in Python) — August 2024
- Programmed a Robot OS node that streams camera footage from Raspberry Pi to a computer.
- Designed as part of a semi-autonomous drone for the university's robotics club drone team.

Speedometer (Android app written in Java and Kotlin) — June 2020
- Programmed and designed an app to record trips for moped riders and car drivers.
- Reached 700+ downloads on chinese enthusiast-focused app store CoolApk.

Quick (Android app written in Java) — June 2019
- Programmed, designed and pushed a full capability text-editing app with HTML rendering.
- Reached 450+ downloads on chinese enthusiast-focused app store CoolApk.