

Yaodong (Carl) Wang

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EDUCATION

Washington University in St. Louis
Major in Computer Science
Minor in Human Computer Interaction
Expected Graduation: May 2026

St. Louis, MO
GPA: 3.74/4.00

TECHNICAL SKILLS

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

ENGINEERING EXPERIENCE

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

IsMaps (React. JS Web app)

December 2024

- Programmed and designed an app to get optimized directions for bicycles and low speed motorcycle riders

DriveLog (iOS app written in Swift)

August 2024

- Programmed and designed an app for motorcycle riders and car drivers to keep track of their journeys.

JAutofiller (Chrome extension written in Javascript)

January 2025

- Programmed a chrome extension for job seekers to fill out online job applications faster.

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.

StudySpot (Web app written in Vue. JS and Node. JS)

Feb 2024

- Designed a public desk space management solution for offices or universities.
- Programmed a web app that shows a list of tables, their locations and vacancies.
- Crowdsourced tabling availability and location information.