

# Emmanuel T. Wang

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## **Objective**

Aspiring technical artist with a solid foundation in computer science and digital arts, seeking an internship to apply programming skills and creative insights to contribute to innovative projects.

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## **Skills**

**Programming Languages:** Java, C#, Javascript, HTML/CSS, Python, SQL, Ruby

**Frameworks, Libraries & Tools:** Git, React, Three.js, NPM, Yarn, Sklearn, Figma, Bootstrap, Ruby on Rails

**Design & Animation, Game Development:** Blender, Maya, ToonBoom Harmony, Unity, Unreal Engine

**Adobe Creative Suite**

**Google Cloud Platform**

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## **Education**

**University of Colorado, M.S. in Computer Science** — 08/2026

**University of Florida, B.A. in Digital Arts and Sciences** — 05/2022

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## **Experiences**

### **Software Engineer - A.I. Consultant, ScaleAI**

02/2024 – Present

- Refining and executing code responses in Python, Java, and C++ to enhance machine learning models on the Remotask platform in collaboration with ScaleAI and TwineAI.

### **Bank Teller, Citibank**

03/2024-12/2024

- Successfully facilitated the transfer of over \$20 million using NBS, Salesforce, and Eclipse, while effectively marketing and selling various financial products to enhance customer success.

### **Marketing & Design Intern, McAfee Media**

12/2021 — 03/2022

- Marketed and sold crypto education products by creating high-quality HTML5 ads with Adobe Illustrator and maintained website services. Contributed to the launch of a sister startup company.
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## **Projects**

### **ASCII-Renderer**

- Modified an existing 3D ASCII Art Renderer to load GLTF objects as ascii-art with react-three-fiber.

### **Gumroads**

- Recreated Gumroad's discovery page and implemented a carousel feature for window shopping.
- Technologies used: React with TypeScript for frontend development, Ruby on Rails for backend, Docker for containerization.
- Deployed and managed on Google Cloud Platform (GCP).
- Demonstrated proficiency in full-stack development and enhancing existing platforms.

### **Everywhere is the ocean**

- Utilized procedural shader generation in Unity to create a compelling water shader artifact for games, audio visualization, and VFX.

### **Orbital**

- Developed a 2D platformer game with random map generation with C# and cohesive UI and a cohesive interactive game system within Unity.

### **Tales of Babel**

- Prototyped an infinite story generation technique with python NLTK word tokenization.

### **Terminal-Console-RPG**

- Built a web application with Javascript and JQuery-terminal library to play rock paper scissors inside a webterminal with chatGPT by incorporating asynchronous Javascript functions.
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## **Certifications**

**IBM, Introduction to UX Design** — 12/27/2023

**Meta, Front-End Development** — 09/13/2023