Emmanuel T. Wang

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Objective

Aspiring software engineer with a solid foundation in computer science seeking an internship, contract or co-op to apply programming skills, creative insights, and design skills to innovative and interactive projects.

Experiences

A.I. Consultant, ScaleAI

02/2024 – Present

- Refined and executed code responses in Python, Java, and C++ to enhance machine learning models on the Remotask platform.

Design & Operations Specialist, Cremoux Build & Design

01/2024 – Present

- Coordinated between design teams and construction crews to ensure project plans are accurately executed and completed on schedule. Working on enterprise software to streamline construction.

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.

Skills

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

Frameworks, Libraries & Tools: Git, React, Figma, Node.JS, Flutter, Bootstrap, Ruby on Rails

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

Adobe Creative Suite

Google Cloud Platform

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.

Education

Foothill College, A.S. in Computer Science — 08/2025

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

Certifications

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

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