

# Emmanuel T. Wang

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## **Objective**

Eager technical artist with a solid foundation in computer science seeking internship or co-op roles. Dedicated to bridging the gap between art and technology through creative insight and dynamic collaboration.

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## **Skills**

**Programming Languages:** Java, C#, Javascript, HTML/CSS, Python, SQL  
**Frameworks, Libraries & Tools:** Git, React, Three.js, NPM, Yarn, Sklearn, Figma, Bootstrap, Angular

**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**

### **A.I. Training & Development, ScaleAI + TwineAI**

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.

### **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. Helped launch sister startup company and ideated the name for Club Defi.
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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.

### **Bitcoin Price Estimator**

- Trained a Random Forest regression model to predict cryptocurrency price differences based on historical candlestick data.
- Engineered features, handled missing values, and normalized data for model training using scikit-learn.
- Utilized the Binance API through the ccxt library to fetch real-time cryptocurrency prices and historical data.
- Demonstrated proficiency in data preprocessing, machine learning, and algorithmic trading concepts.

### **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.

### **THREE.js Audio Spectrum**

- Modified an existing THREE.js project to accept audio files rather than microphone array input.
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## **Certifications**

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

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