

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.

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

Education

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

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

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

03/2023 - 12/2024

- Transferred over \$20 million dollars with NBS, Salesforce, and Eclipse. Marketed and sold hundreds of loans, credit cards, certificates of deposits, and promotional savings and checking accounts.

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 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.

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 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.
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Certifications

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

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