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Emily Wang

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EDUCATION

Los Angeles, CA	University of California, Los Angeles	September 2013-Current
<ul style="list-style-type: none">• M.S. in Computer Science, June 2019• B.S. in Mathematics of Computation, June 2017; Dean's Honors List: Fall 2013, Spring 2015• Graduate Coursework: Programming Languages; Machine Learning in Bioinformatics; Algorithms and Complexity; Introduction to Bayesian Networks; Computer Networking; Computer Systems Architecture; Big Data Analytics• Undergraduate Coursework: Theory of Calculus; Linear Algebra; Differential Equations; Discrete Structures; Complex Analysis; Graph Theory; Introduction to Probability; Mathematical Statistics; Programming C++; Introduction to Computer Architecture/Assembly/Operating Systems; Software Construction Laboratory; Fundamentals of Artificial Intelligence; Physics-Mechanics, Oscillations & Waves & Electric/Magnetic Fields		

SKILLS

- **Languages:** Java; C++; C; OCaml; HTML/CSS; PHP; MySQL; Lisp; R
- **Technologies:** Qt; Android Studio; Bootstrap

EMPLOYMENT

Software Engineer Intern	AT&T/DIRECTV	June-September 2016 (40 hours/week)
<ul style="list-style-type: none">• Worked on Set Top Box Engineering team using process of Agile/Scrum, and Mercurial for code collaboration• Bridged together Reddit threads with live/recorded television to integrate social media using Java/Eclipse		

PROJECTS

Mixabot using Facebook ChatBot	Node.js, Express, Facebook Messenger	April 2016
<ul style="list-style-type: none">• Analyzes picture or text input and cultivates Spotify playlist based on emotions displayed• Worked with IBM's Watson API for text analysis and Microsoft's Emotion API for facial analysis		
MASSIVE Game	Qt Creator, C++	March 2016
<ul style="list-style-type: none">• Game created in 10 weeks based on Agar.io and Kirby games• Used C++ and the cross-platform IDE/game engine Qt Creator• YouTube demo at https://www.youtube.com/watch?v=C030ncBbgYk		
Soapbox VR for Google Cardboard	Android, Google Cardboard, Unity	September 2015
<ul style="list-style-type: none">• Android Application created as a team at SD Hacks that incorporates Virtual Reality using Google Cardboard• Immerses user in front of audience. Helps people practice giving speeches to overcome fear of public speaking• Developed front end of the application using Java and XML, allowing the user to start the simulation and view voice recordings within the application		

EXTRACURRICULARS

Theta Kappa Phi	Publicity Chair	April 2014-June 2017
<ul style="list-style-type: none">• Helped to organize and raise \$1000 annually for Battle of the Pledges, an annual dance competition with all proceeds donated to breast cancer awareness• Hosted weekly study hours to help with sisters' academics, and tutored in Math and Computer Science• Participated in community service such as Revlon Run/Walk, Relay for Life, LA Food Bank		