

Emily Wang

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EDUCATION

Brown University | Providence, RI

B.S. in Computer Science | GPA: 4.0/4.0

May 2026

Relevant Courses: Computer Systems, Software Engineering, Discrete Math, Artificial Intelligence, Data Structures & Algorithms, Linear Algebra, Statistical Inference, Discrete Structures & Probability, Object-Oriented Programming

SKILLS

Programming Languages/Libraries/Frameworks: Java, Python, Typescript, React, Javascript, C, C++, HTML, CSS, Prolog, Node.js, OpenCV, JUnit, Playwright, Flask, Matplotlib, scikit, NumPy, SciPy, GitHub

PROJECTS

Whether the Weather | Full Stack Development

February 2024

- Created a web app to suggest Providence-based activities to a user based on personal and friend preferences, alongside input from RI weather conditions. Uses a homemade database of restaurants, landmarks, and other activities, designed both for Providence residents and visitors.
- Notable technologies: React, Javascript, SQL, Flask, HTML, CSS, JSON

Rad Recipe Recommender | Full Stack Development

December 2023

- Created a web app that generates recipes to a user based on both personal taste and friend recommendations
- Created a user database with Google authentication in Firebase to fetch and filter recipes from spoonacular's API
- Notable technologies: Firebase, React, Typescript, HTML, CSS, Java

Maps | Full Stack Development

November 2023

- Created a web app that collects data from Census Bureau APIs and Mapbox APIs to examine trends in historic redlining as part of an examination and study of housing inequality across the United States
- Notable technologies: React, Typescript, Java, JSON, JUnit, Playwright, Node.js

TECHNICAL EXPERIENCE

Undergraduate Research Assistant

January 2024 - Present

Brown University Computational Cognitive Development Lab

- Programs interactive, web-based psychology experiments applying computational modeling, specifically discrete Markov Chain Monte Carlo, involving computer vision/graph analysis to study childrens' cognitive development
- Recruits for and runs in-person trials daily for 4+ unique studies to study child cognition; collects, stores, and analyzes data

Undergraduate Teaching Assistant for Object-Oriented Programming

June 2023 - December 2024

Brown University Department of Computer Science

- Held biweekly office hours and lab sections of 20+ students to reinforce key concepts from lecture
- Monitored an online forum of 300+ students to answer questions on project material
- Individually mentored 10 CS students to navigate both their 1st CS class and their 1st semester in college
- Wrote and revised handouts, assignments, and supplemental materials, as well as assisting in grading

AImpire

June 2020 - September 2022

Director of AI Education

- Ideated, created, and taught lesson material on artificial intelligence to local middle/high school students, in collaboration with other peers
- Trained 15+ high schoolers around the country to independently lead workshops on lesson material

COMMUNITY ENGAGEMENT

Brown University Anime Video Game Ensemble

December 2022 - Present

Social Media Manager & Executive Board Member

- Coordinated 7 independent musical ensembles ranging from 2 to 11 people
- Managed concert logistics for performances consisting of 70+ performers and 200+ audience members
- Leads social media presence and advertising, including photography, audiography, and videography, increasing engagement and following by over 170%
- Manages string section consisting of 10+ people, serving as point of contact between section and board

Private Violin Tutor

August 2018 - May 2022

- Taught violin 1-on-1 to local middle/high school musicians on a weekly basis
- Organized delegation for lessons among other high schoolers for their younger music students