

Franklin Wang

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EDUCATION

University of California, Los Angeles

Expected June 2024

Bachelor of Art, Computer Science and Linguistics

- Relevant Coursework: Data Structures & Algorithms, Algorithms and Complexity, Computer Architecture, Software Construction, Discrete Mathematics, Statistics and Probability, Formal Languages and Automata Theory, Computational Linguistics, Fundamental of Artificial Intelligence

TECHNICAL SKILLS

Languages: C++ (5 years), Java, C#, Python, JavaScript, HTML/CSS

Frameworks: React, Node.js, Unity Scripting API

Developer Tools: Visual Studio, VS Code, Git, Unity, Blender, Eclipse

PROJECTS

UChat | *JavaScript, React.js, Express.js, MongoDB, Git*

May 2021 – June 2021

- Led a team of five software engineers to develop a full stack web application that provides college students a casual platform to communicate with their peers and professors
- Designed and Implemented the first prototype with **React.js** and **Node.js** that outlines the product for the team
- Debugged conflicts between **MongoDB** and back-end service using **Git** that reduced crunch time by 100%

Ludum Dare 47 Game Jam | *Unity, C#*

October 2020

- Led a cross-functional team of seven developers that includes artists, writers, and programmers to create a mystery adventure game with **Unity** and held responsibility similar to the position of Game Designer and Gameplay Programmer.
- Programmed the inventory system and 2D movement by using Unity engine's **C#** scripting API
- Designed the game levels by using a combination of scripting and built-in tools from the Unity engine

First-Roman-Cancel | *Python*

June 2018 – Jan 2019

- Collaborated with another software engineer and designed a training tool with **Python** that provides fighting game players a better visualization by 900% to learn about complex frame mechanics
- Strengthened player's experience and execution by a minimum of 30% with an accessible UI that parses and displays controller inputs with pygame package
- Introduced new players into the community and convinced them to pick up the game series and its future installment
- Designed an update with co-worker that would support different characters in the future for players to learn based on **Object-Oriented Design/Programming**

WORK EXPERIENCE

Laboratory Manager

June 2019 – July 2020

Remedy Processors

San Diego, CA

- Collaborated with a team of four chemical engineers at a startup company and streamlined the production process by 100%
- Managed a team of three lab technicians to supervise the daily operations that includes handling expensive lab instruments and products for customers that cost up to \$30,000 per kilogram
- Acquired various industry-leading process by working closely with the CTO and COO in a rapid growing startup environment

Warehouse Manager

Feb. 2014 – Apr. 2017

PolyCyber USA

Los Angeles, CA

- Designed and implemented cloud based solution with client software that increased the company's work flow and order volume by at least 100%
- Directed a diverse team of four warehouse associates and fulfilled high demands from customers during holiday season