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ALEXANDER A. WANG

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EDUCATION

University of Michigan

Ann Arbor, MI

Master of Engineering in Computer Science
Bachelor of Engineering in Computer Science

GPA: 4.00/4.00

Sept 2017 - May 2018

Sept 2013 - May 2017

Relevant Courses

Course Description

EECS381: OO and Advanced Programming
EECS485: Web Databases & Info Systems
EECS692: Advanced Artificial Intelligence

- Refined OOP design skills through rigorous coding and feedback
- Constructed and deployed modern web information systems
- Explored and replicated modern breakthroughs in AI

EXPERIENCE

Amazon.com - AWS/EC2

Java, SQL, Spring, Amazon EC2, Amazon Athena

Software Development Engineer Intern | May 2017 – Aug 2017

Received Return Offer

- Designed and deployed complete EC2 droplet analytics services from the ground up
- Laid groundwork for future droplet metrics services by enforcing simple extensible software design
- Coordinated biweekly agile sprints to consistently deliver quality peer-reviewed code and documentation
- Constructed extensive alarms and monitoring to expedite troubleshooting and operational costs

Amazon.com - Vendor Negotiation & Customer Trust

Internal Languages and Tools

Software Development Engineer Intern | Sept 2016 – Dec 2016

Received Return Offer

- Designed and implemented system for bulk ingesting digital media metadata for online publishing
- Iterated continuously on software design and code to ensure extensibility, maintainability, and readability
- Executed biweekly agile sprints and facilitated cross team coordination to promptly deploy finished product

Duo Security

Python, JavaScript, React.js, Flux

Engineering Intern | May 2016 – Aug 2016

Received Return Offer

- Constructed a free phishing vulnerability analysis tool with a team of ten engineers
- Refactored and componentized campaign launch process to easily incorporate new cloud services
- Detected phishing vulnerabilities in over 27% of first 2,000 campaign recipients in initial deployment

PROJECTS

GitHub: <https://github.com/gnawang>

Triple E Professional Learning Network – Educator Collaboration Website



Jan 2017 – June 2017

- Engaged in rapid feedback to consistently deliver results directly addressing educator UX tests
- Refactored prototype to use MVC with Angular.js to enable extensibility and reusability
- Launched with AWS in partnership with University of Michigan's School of Education

Rocketeers – Competitive Rocket Building & Battling Video Game



Jan 2017 – May 2017

- Designed and enforced strict class encapsulation and abstraction to expedite development in Unity
- Coordinated team efforts using agile to address critical user feedback following each iterative deployment
- Earned first place by popular vote at the University of Michigan's biannual Computer Game Showcase

Air Symphony – String Instrument Simulation Mobile Application

Jan 2015

- Utilized agile methodology to manage five team members and develop mobile app within 42 hours
- Integrated muscle recognition hardware API using Java to sync arm movements with music playback
- Achieved top ten ranking out of 300 teams at MHacks V, a national hacking competition

TECHNICAL SKILLS

Languages: C/C++, Python, HTML, CSS, JavaScript, Java

Operating Systems: Linux, Windows, Mac

Disciplines: TDD, OOP, Agile, Scrum, Design Patterns

HONORS

- Dean's List 2014, 2015, 2017
- University Honors 2014, 2017
- Member of the National Eagle Scout Association