

JULIE WANG

Software Engineer | *Pittsburgh, PA*
juliewang42@gmail.com

EDUCATION

Brown University

Computer Science Sc.B. · 4.0 GPA · Senior Prize Recipient

Aug 2017 – May 2021

Providence, RI

COURSEWORK

- Data Structures & Algorithms
- Computer Systems
- Computer Graphics
- Algorithms Design & Analysis
- Software Engineering
- Computer Vision
- Machine Learning
- User Interfaces & User Experience
- Formal Methods

TECHNICAL SKILLS

Languages: Java, Swift, Python, Scala, C, C#, C++, Objective-C, JavaScript, React, TypeScript

Tools: Git, Protobuf, Docker, AWS, MySQL, Figma

WORK EXPERIENCE

Duolingo

Software Engineer

Jul 2021 – Present

Pittsburgh, PA

- Fullstack developer across a microservice-based backend and iOS frontend
- Implements and scales new exercise types for 50 million monthly active users
- Improves session generation logic in cross-functional teams with curriculum writers, designers, and architecture engineers

Facebook

Software Engineering Intern

Jun 2020 – Aug 2020

Providence, RI (remote)

- Intern for the Augmented Reality Experiences team developing high-volume iOS software
- Integrated workstreams from image recognition, feature detection, and tracking services

Brown Computer Science Department

Head Teaching Assistant

Aug 2018 – May 2021

Providence, RI

- Lead teams of undergraduate TAs for Object-Oriented Programming, Discrete Mathematics, and 2D Game Engines, overseeing up to 45 TAs
- Coordinated overarching course logistics, TA training, grading and feedback, and student communications
- Developed new homework assignments, including a new final project, and gave input on improving the curriculum and course policies

Brown University Graphics Lab

Undergraduate Research Developer

Feb 2018 – Sep 2019

Providence, RI

- Worked with Prof. Andries van Dam on the Dash project, an experimental note-taking environment with a focus on pen and touch computing

PROJECTS

Find My Font | Python (Tensorflow)

April 2021

- * Convolutional neural network model for font identification, trained with a self-generated augmented data set

Drinks and Dragons | Alloy, Forge

May 2020

- * Framework for modeling epistemological puzzles using first-order logic, using evidence graphs

Mystery Dungeon | Java, JavaScript

May 2019

- * Digital assistant for the TTRPG Dungeons & Dragons, with a random dungeon generator and REPL-like rapid lookup interface