Ye Wang

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Education

Massachusetts Institute of Technology, Cambridge, MA, USA
M.Eng. Electrical Engineering and Computer Science — June 2013 (expected)
B.S. Electrical Engineering and Computer Science — June 2012
GPA: 4.8/5.0, Major GPA: 4.9/5.0, Humanity Concentration: Foreign Language

Related High-level Coursework

Graphics and User Interface: *Computer Graphics; User Interface Design; Advanced Seminar: Affective Computing; Autism Theory and Technology.*
Algorithm: *Advanced Data Structure; Sublinear Algorithms; Cryptography and Cryptanalysis.*
Animation, Media and Music: *Animating Science (Harvard VES); Projects in Media and Music; ARTS@MEDIA LAB; Fundamentals of Animation (VES).*

Work Experience

Google, Zürich, Switzerland
Site Reliability Engineering Intern, Social Backend SRE Team — Summer 2011

- Deployed a new load balancing framework on a multi-million-user service using Java. Analyzed performance for different data centers using R.

Facebook, Palo Alto, CA, USA
Software Engineering Intern, Commerce-core Team — Summer 2010

- Designed and developed a new backend Credit Cards payment flow using C++ and MySQL. Reduced payment frauds and duplicated charges.

Research Experience

User Interface for Multi-Material 3D Printing, CSAIL, MIT
Master Thesis, supervised by Prof. Wojciech Matusik, Graphics Group — Summer 2012 - now

- Research and design an user interface which enables casual and professional users to creatively specify multiple materials for the volume of 3D models.
- Integrate into the modeling workflow of Rhinoceros 3D using Rhino C++ SDK.

ChordBox - 3D Music Chord Progression Visualization, MIT Media Lab
Undergrad Thesis, supervised by Prof. Tod Machover, Opera of the Future Group — Spring 2012

- Experimented and designed a 3D visualization and sounding system for music chord progressions using AlloCore framework developed for the AlloSphere facility in UCSB.

Calliope - Portable Stage for Co-creative Storytelling, MIT Media Lab
UROP, supervised by Dr. Machael Bove, Object-based Media Group — Fall 2010 - Spring 2011

- Redesigned and developed an interactive paper-based interface for collaborative storytelling using openFrameworks and Arduino.
- Publications: 1. *Calliope - a Portable Stage for Co-creative Storytelling*, ICIDS 2011; 2. *Demo Hour: "NEDM and Calliope", ACM Interactions Magazine*, Vol XVIII p. 8.

More UROP projects: Organic Indoor Localization; Spatial Language Video Retrieval; Theoretical Computer Science Wikipedia Coverage; Tolerable Interference in Sensor Networks at Hong Kong University of Science and Technology.

Web Projects

MyLifeTell - an app for autism community to create and share social stories.
Investment Pricing Project - a database that bundles tax information, input/material prices, and infrastructure quality metrics for local suppliers in developing countries.

Awards and Honors

Torchbearer *for Beijing Olympics 2008*; Silver Medal *in International Olympiad in Informatics 2007*; Gold Medal (3rd Place) *in China National Olympiad in Informatics (NOI) 2006*; Best Female Contestant *in NOI 2005 and 2006*; Finalist *in TopCoder High School Tournament 2008.*

Skills

Programming Language: C/C++, Java, Python, C#, JavaScript, PHP, SQL, R.
Language: English, Mandarine Chinese (native speaker), French, German.
Communication: Teaching Assistant for 6.837 Computer Graphics, Tutor for 6.046 Design of Algorithms, Course 6 Associate Academic Advisor.

Interests

Traveling (couchsurfing.org/wo_oy), animation (vimeo.com/yewang), drawing, food.