

# Junhong Wang

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## EXPERIENCE

**Software Engineer Intern - AppFolio, Inc.** Los Angeles, CA. Jun 2020 - Sep 2020.

Optimized GraphQL/MySQL queries and reduced the server CPU utilization by 20%. Integrated GraphQL Subscription with AWS API Gateway WebSocket and reduced the load on the server significantly. (TypeScript, React, Java, Jetty, GraphQL, MySQL)

**Software Developer Intern - GIRS @UCLA.** Los Angeles, CA. Jun 2019 - Sep 2019.

Enhanced Graph editing features and increased modeling efficiency/usability. Invented a tree traversal algorithm to navigate users building event trees. (TypeScript, React, Material UI)

**iOS App Developer Intern - TeamLab.** Tokyo, Japan. Jul 2018 - Sep 2018.

Ranked #23 in the App Store for the shopping category in Japan. Displayed personalized products based on user preferences and purchase histories. Implement skeleton views and tutorial pages. (Swift, RxSwift, ReSwift).

**iOS App Developer Intern - MaruMe.** Berkeley, CA. June 2016 - August 2016.

Developed a product review app in a team of 2 using Swift that helps consumers make wise purchase decisions. Updated designs of buttons and layouts and built profile pages from scratch. (Swift)

## PROJECTS

**Platformer.** [junhongwang.me/platformer/](http://junhongwang.me/platformer/). 2020.

A 2D side scrolling game for fun. (TypeScript, Phaser 3, WebGL).

**Jflix.** [jflix.herokuapp.com/](http://jflix.herokuapp.com/). 2020

A Netflix clone that lets you check out TV shows/movies I like. (TypeScript, React, NodeJS, GraphQL).

**Museum 3D.** [intro-graphics-master.github.io/term-project-8/](https://intro-graphics-master.github.io/term-project-8/). 2019.

Developed a virtual museum with JavaScript and WebGL as a computer graphics class project in a team of 3. Cited by Professor Ridge at Web3D 2019 Conference as an example of "active textbook". Implemented advanced graphics features such as SkyBox, Water, and Mouse Picking. (JavaScript, WebGL).

## PUBLICATION

**Getting Started with GraphQL.** [junhongwang.me/publication/getting-started-with-graphql/](http://junhongwang.me/publication/getting-started-with-graphql/). 2020.

Published under Better Programming. Documented the development process of Jflix and taught readers how to use GraphQL (Apollo) with React.

**Machine Learning Diary.** [junhongwang.me/publication/machine-learning-diary/](http://junhongwang.me/publication/machine-learning-diary/). 2018.

Studied machine learning from the beginning for 100 days in a row and recorded my learning process. Explained various ML concepts in my own words to help readers easily understand.

## EDUCATION

**University of California, Los Angeles.** March 2021.

Bachelor of Science in Computer Science. GPA: 3.875/4.0.

**Berkeley City College.** May 2018.

Associate of Science in Mathematics. GPA: 4.0/4.0.