

Junhong Wang

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🏠 ioneone.github.io

EDUCATION

University of California, Los Angeles

Computer Science, Bachelor of Science

March 2021

GPA: 3.875/4.0

SKILLS

Languages TypeScript, Java, Python, MySQL, Swift

Technologies React, GraphQL, Guava, WebGL

EXPERIENCE

Software Engineer Intern

Jun 2020 - Sep 2020

AppFolio, Inc.

Los Angeles

- 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.

Software Developer Intern

Jun 2019 - Sep 2019

The B. John Garrik Institute for The Risk Sciences @UCLA

Los Angeles

- Enhanced Graph editing features and increased modeling efficiency/usability.
- Invented a tree traversal algorithm to navigate users building event trees.

iOS App Developer Intern

Jul 2018 - Sep 2018

TeamLab

Tokyo

- Displayed skeleton views when loading
- Created tutorial views from scratch

PROJECTS

Platformer

2020

<https://ioneone.github.io/platformer/>

- A 2D side scrolling game for fun using Phaser 3 and WebGL.

Jmusic

2020

<https://ioneone.github.io/jmusic/>

- A React application to repeat the songs I like with the lyrics on the side to sing along.

Jflix

2020

<https://jflix.herokuapp.com/>

- A GraphQL application that lets you check out TV shows/movies I like.