Junhong Wang

(310) 254-5002 | ionejunhong@gmail.com | ioneone.github.io

EDUCATION

December 2020

University of California, Los Angeles

Computer Science, Bachelor of Science, GPA: 3.9/4.0

May 2018

Berkeley City College

Mathematics, Associate of Science, GPA: 4.0/4.0

SKILLS

Languages

JavaScript, Swift, Python, C++, Java, Ruby, PHP, MySQL

Frameworks

TypeScript, React, ReSwift, RxSwift

EXPERIENCE

THE B. JOHN GRARRIK INSTITUTE FOR THE RISK SCIENCES

Los Angeles, CA
April 2019 – PRESENT

Software Engineer Intern

• Develop a system reliability analysis web application for NASA's JPL with React
• Migrate 80% of the code base from JavaScript to TypeScript
• Build a node selection dialog where users can input data to a node/event using Ploty.js
• Build encoders/decoders for fault tree, event tree, and Beysian network using mxGraph

teamLab

Tokyo, Japan
July 2018 - September 2018

iOS App Developer Intern

• Develop an app for a Japanese electronics retailer (1.5 million users) in a team of 12
• Implement tutorial pages for the app from scratch
• Implement skeleton view when there is an asynchronous data fetch
• Implement tutorial popups in various places of the app

Maru Me

Berkeley, CA
June 2016 - August 2016

iOS App Developer Intern

• Develop a product review app in a team of 2
• Update designs of buttons and layouts
• Build user profile page from scratch

PROJECTS

DIGIT RECOGNIZER
2019

• Build a MNIST digit recognizer with various machine learning algorithms
• Use Python and sklearn
• Byproduct of my 100-day machine learning challenge

GlanceRMP
2017

• Develop a JavaScript extension that helps students choose classes
• Scrape data from ratemyprofessors.com and display the ratings on each course listing