

Junhong Wang

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EDUCATION

University of California, Los Angeles

Computer Science, *Bachelor of Science*, Dean's Honors List Award

March 2021

GPA: 3.875/4.0

Berkeley City College

Mathematics, *Associate of Science*, Academic Honor Student

May 2018

GPA: 4.0/4.0

SKILLS

Languages: JavaScript, Swift, Python, C/C++, Java, Ruby, PHP, MySQL

Technologies: TypeScript, React, GraphQL, ReSwift, RxSwift, AWS, WebGL, Ruby on Rails, scikit-learn

EXPERIENCE

Software Developer Intern

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

April 2019 – PRESENT

Los Angeles, California

- Developed a system reliability analysis web application for NASA's JPL with **TypeScript** and **React**
- Developed a human reliability analysis web application for Japan's NRA with **TypeScript** and **React**
- Enhanced graph editing features and Increased probabilistic risk modeling efficiency by 100%
- Identified the problems and updated UI that would improve UX with **Sketch**

iOS App Developer Intern

teamLab

July 2018 - Sept 2018

Tokyo, Japan

- Developed a shopping app for Biccamera, a Japanese electronics retailer, in a team of 12 using **Swift**
- Ranked #23 in App Store for shopping category in Japan
- Displayed personalized products based on user preferences and purchase histories
- Implement skeleton views and tutorial pages with **ReSwift** and **RxSwift**

Teaching Assistant

Berkeley City College

Jan 2018 - May 2018

Berkeley, California

- TA of CIS27 (Data Structures and Algorithms) using **Java**
- Explained elementary algorithms (e.g. sorting and tree) for undergraduate students on paper/white board
- Created sample final exam and held office hours 8 hours/week to help students understand algorithms

iOS App Developer Intern

Maru Me

June 2016 - Aug 2016

Berkeley, California

- 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 page from scratch

PROJECTS

Jflix

jflix.herokuapp.com

2020

- Developed a movie/TV show collection web application with **GraphQL (Apollo)**, **React** and **TypeScript**
- Allowed me to easily share my favorite movies/TV shows and enriched my social experience

Museum 3D

intro-graphics-master.github.io/term-project-8/

2019

- Developed a virtual museum with **JavaScript** and **WebGL** as 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

PUBLICATION

Getting Started with GraphQL

medium.com/better-programming/getting-started-with-graphql-5cd8e7c66909

2020

- Published under Better Programming that finds great pieces about tech and help promote them
- Documented the development process of Jflix and taught readers how to use **GraphQL (Apollo)** with **React**

Machine Learning Diary

ioneone.github.io/legacy/publications/mld/mld.html

2018

- Learned machine learning from 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 and achieved over 2500 views in total

LANGUAGES

English (Professional); Japanese (Native); Chinese (Native)