

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. ioneone.github.io/platformer/. 2020.

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

Jflix. 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/. 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. ioneone.github.io/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. ioneone.github.io/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.