Junhong Wang

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EDUCATION

University of California, Los Angeles Computer Science, Bachelor of Science

SKILLS

Languages TypeScript, Java, Python, MySQL, Swift Technologies React, GraphQL, Guava, WebGL

EXPERIENCE

Software Engineer Intern

AppFolio, Inc.

 Optimized GraphQL/MySQL gueries 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

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

 Enhanced Graph editing features and increased modeling efficiency/usability.

• Invented a tree traversal algorithm to navigate users building event trees.

iOS App Developer Intern

TeamLab

 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.

Jflix https://jflix.herokuapp.com/

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

PUBLICATION

Getting Started with GraphQL

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

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

Machine Learning Diary

github.com/ioneone/ioneone.github.io/blob/develop/src/markdowns/machine-l earning-diary/machine-learning-diary.md

- Studies 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 and achieved over 2500 views in total.

Jun 2020 - Sep 2020

Los Angeles

March 2021

GPA: 3.875/4.0

Jun 2019 - Sep 2019

Los Angeles

Jul 2018 - Sep 2018

Tokyo

2020

2020

2018