

# Junhong Wang

(310) 254-5002 / [ionejunhong@gmail.com](mailto:ionejunhong@gmail.com) / [junhongwang.me](http://junhongwang.me)

## 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

**Tycoon.** [ioneone-tycoon/herokuapp.com/](http://ioneone-tycoon.herokuapp.com/).

Real-time multiplayer card game. Tycoon, also known as Daifugo, is a Japanese card game. I created an online version of the game so that I can play it with my friends remotely. (TypeScript, PixiJS, SocketIO).

**Museum 3D.** [intro-graphics-master.github.io/term-project-8/](http://intro-graphics-master.github.io/term-project-8/).

Virtual museum explorer. This was a group project from a computer graphics class at UCLA. You can explore a beautiful 3D world we created from home. (JavaScript, WebGL).

## PUBLICATION

**Getting Started with GraphQL.** [junhongwang.me/publication/getting-started-with-graphql](http://junhongwang.me/publication/getting-started-with-graphql).

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

**Machine Learning Diary.** [junhongwang.me/publication/machine-learning-diary](http://junhongwang.me/publication/machine-learning-diary).

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: 3.855/4.0.