

Jeffrey Wang

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Software Engineer

Third year undergraduate studying Computer Science at the University of California, Irvine.
Seeking a position as a Software Engineer to leverage strong programming and organizational skills to ensure the quality of large-scale applications.

Education

BS University of California Irvine
GPA 3.685

Expected Graduation: June 2024

Courses Taken Recently:

- Program in C/C++ as a Second Language
- Data Structure Implementation and Analysis
- Design and Analysis of Algorithms
- Principle in Computer Design

Projects

Connect four

- Created a python program of the connect four game to learn how to integrate a simple board game into python code and create a python shell UI for it.
- Implemented the socket module to allow connection to a server via a port so players can play on two devices via a server. There is also the single player mode where players take turns.

Text Editor:

- Using C++ created an text editor
- Personally added functions like adding a character, deleting a character, deleting a line, and other similar text editor functions.
- Resulted a simple text editor that can do the fundamental functions of a text editor.

Dynamic Allocator:

- Created an dynamic allocator using policy such as explicit free list, first fit allocation, no splinter, and coalesce on free with C.
- Learned that by creating different dynamic allocators for different purposes could help make a program faster. Using different allocating policies and managing the dynamic space with a custom allocator can improve the time used to allocate and deallocate space within a program.

Computer Skills/Languages

Programming: Python, C++, C, Java, HTML/CSS

Platform: Windows

Language: Mandarin and English