

JENNIFER WANG

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Education

Brown University, Providence RI, Class of 2024.5

- Concentration: Computer Science, International & Public Affairs
- Relevant Coursework: Software Engineering, Fundamentals of Computer Systems, Artificial Intelligence, Discrete Structures and Probability, Computer Vision, User Interfaces and User Experience

Work Experience

Data Analyst Intern, Rhode Island State Government

September 2022 - December 2022

- Supported a slate of economic recovery programs under the RI Rebounds initiative, a \$32M effort to assist small businesses during Covid-19, through data cleaning, aggregation and analysis, and metrics tracking; delivered a final presentation to senior staff with analytics results and policy recommendations.

Software Engineering Intern, Microsoft Corporation

June 2022 - August 2022

- Created a job to close the validation coverage gap in the Azure Storage billing pipeline for almost 4 million transactions per tenant per day; presented a demo at monthly all-hands to 170+ employees, completed development cycle, including writing design docs, implementation in C#, testing, and deployment.

Research Assistant, National Institute of Standards and Technology

January 2022 - May 2022

- Added machine learning algorithm support to a robot teaching interface and built a virtual reality simulation, with the overarching goal that the robot will learn a task from demonstrations given by a human partner.

Undergraduate Teaching Assistant, Brown University

September 2021 - Present

- CS1410 Artificial Intelligence: Designed an adversarial multiplayer game based on Pax-Con as the course's final project; teaching knowledge representation and search, optimization, and machine learning algorithms.
- CS0320 Software Engineering: Developed curriculum featuring a screen reader and recommender system; held weekly office hours and mentor meetings for over 200 students, teaching Java, Typescript, and React.

Research Assistant, Brown University

June 2021 - Present

- Reinforcement Learning (RL) and Behavior Lab: Built a visual programming editor with Blockly to support non-technical users in interacting with RL systems based on the trigger-action programming paradigm.
- Intelligent Robot Lab: Developed a declarative language to communicate prior knowledge to agents that can help them solve tasks more intelligently, further integrating symbolic information structures into reinforcement learning algorithms.

Leadership Experience

President, Full Stack at Brown

May 2021 - Present

- Coordinated 30+ project teams, serving as an intermediary between the club and clients; sourced projects from local businesses and community partners; hosted weekly stand-ups to facilitate Agile development process.

Dev Team Lead, Hack@Brown

September 2021 - May 2022

- Led a team of ten full-stack developers to build Brown's annual hackathon website; directed the creation of an admin panel to improve administrative accessibility for future iterations of the hackathon.

Director of Operations, Computer Science Departmental Undergraduate Group

July 2021 - May 2022

- Organized career and academic-oriented events, including panels with minority technologists to foster community engagement, serving as an intermediary between the CS department faculty and students.

Full Stack Developer, Develop for Good

July 2020-November 2020

- Designed layout and updated website for Indigenous Peacemaking Initiative under the Natives American Rights Fund using Figma and WordPress; created social impact for nonprofit organizations.

Skills

Programming Languages: Python, Java, Javascript, Typescript, C++, C#, Swift, Node.js, HTML, CSS, SQL, Racket
Technology & Design: Docker, React, Git, Heroku, Figma, Indesign, Selenium, Numpy, Scikit Learn, LaTeX, Rhino