

JEREMY WANG



Software Engineer | Fullstack Android Developer | Entrepreneur

<http://jerwng.com> [✉ wyjeremy@gmail.com](mailto:wyjeremy@gmail.com) [☎ 737-222-9817](tel:737-222-9817) [🐙 https://github.com/jerbotron](https://github.com/jerbotron)

WHO AM I?

I can best describe myself as a doer with tenacious will power to solve problems and to get sh*t done. Personally, I am very coachable and eager to learn. I played 3 years of college football so I always tackle challenges with focus, drive and a never give up attitude. Pun intended ☺

EXPERIENCE

Founder & Developer, PepRally

- 📅 Jan 2016 – ongoing ▼ Austin, TX
- PepRally is a social app dedicated to college students aimed to improve the student-life experience
- Taught myself Android programming and created this app from concept to launch within 8 months while working full time at NI
- Data mined every varsity player profile and photo from UT Austin's public html using Python scripts
- Designed push notification and instant messaging features using Google Firebase and Socket.IO communicating over a Node.js server
- Launched to the Google Play Store and got 20 users in the first 2 weeks

Software Engineer, National Instruments

- 📅 Aug 2015 – ongoing ▼ Austin, TX
- Cross platform C++ driver development while working across multiple groups and giant software repos
- Independently delivered features including DMA fifos, download to flash, thermal shutdown and power management support
- Developed features and tests for a distributed test system in Python

Software Engineer, Intelligent Mechatronics Systems

- 📅 Aug 2013 – Dec 2013 ▼ Waterloo, ON
- Acquired working knowledge of MVC client-server web architecture and relational backend databases
- Fullstack web development using Java, JavaScript and HTML/CSS

Software Display Engineer, zSpace

- 📅 Jan 2013 – Apr 2013 ▼ Sunnyvale, CA
- Designed an automated test system to measure LCD display performance at various viewing angles
- Embedded software development with Visual C# and ThorLabs API to control multiple motors and other peripherals using multithreading
- Implemented the automated test system to the production line and increased efficiency of the manual QA process

Software Test Engineer, IGNIS Innovation

- 📅 May 2012 – Aug 2012 ▼ Waterloo, ON
- Designed a data parsing software tool in Visual C# using RegEx to parse through jumbled test result files
- Programmed board bring-up tests in C and Python

PROJECTS

Pi-Connect 4

- Classic connect 4 game made into a multiplayer webapp on a Node.js server using PubNub for realtime communication between server and game clients
- Raspberry Pi also acts as a client controller to an LED matrix display board to display the game state

2048 Game

- Popular block puzzle game remade using Python with PyGame and Javascript with jQuery
- Implemented an auto solver that can get to 512 consistently

SKILLS

Languages:

Java, C++, Python, JavaScript, HTML/CSS

Tools/Frameworks:

Git, DynamoDB, EC2/S3, Firebase, Socket.IO, PubNub, jQuery, AngularJS, Bootstrap, Android Studio, Android SDK, WinDBG, Arduino/Raspberry Pi

Programming Concepts:

OOP, Multiprocess/Multithread, Linux, OS Kernels, RTOS, Material Design

EDUCATION

BASc. Mechatronics Engineering

U of Waterloo, 📅 Sept 2010 – Apr 2015

AWARDS

Academic All-Canadian (Football)

CIS, 📅 Sept 2014

Undergraduate Student Research Award

NSERC, 📅 Apr 2014