Jerry Shengjing Wang

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2022 first class computer science graduate with work experience and personal projects seeking a position as C++/Python software engineer.

Education:

- [2016-2017] University of Bristol, International Foundation Programme STEM (1st)
- [2017-2020] University of Bristol, BSc Computer Science (High 2:1)
- [2021-2022] University of Glasgow, MSc Computer Science (1st)

Awards:

- International Office Scholarships (University of Bristol)
- Barry Thomas Scholarship in Computer Science (University of Bristol)

Skills:

- **C++**, Python, Regex, SQL, ReactJS, Swift, AWS Amplify. **Linux, Vim**

Work Experience:

- **[2016-2017] Course Student Representative (University of Bristol)**
  Organising social events and improving the student experience and advise the programme from students' perspective. Gained valuable collaboration and leadership skills.
- **[2019-2019] ARM Software Engineer Intern (Cambridge HQ)**
  Working in an agile team on large scale projects involving designing scalable algorithms and legacy codebase migration, as well as analysing project requirements and feasibility. Languages used include Python 2.7 & 3.7, C++, JavaScript and Perl. Practiced enterprise-grade collaboration tools such as Apache SVN and Jira.

Relevant Projects:

- **Xcurse Terminal Graphics Library** [Code]
  C++ terminal graphics library mimicking ncurses. Handles keyboard and mouse I/O. Used as the basis of my other terminal GUI applications. Designed with adequate OOP patterns to maximise modularity & scalability.
- **Terminal Stonks** [Code]
  C++ graphical terminal stock price tracker. Acquires and parses data from Alpha Vantage. Handles HTTPS API requests with Boost.asio. Display output supported by my graphics library Xcurse (listed above).
- **Accelerating Cholesky Decomposition Using ARM SIMD Intrinsics (MSc Dissertation)** [Code]
  Implementing Cholesky Decomposition in C++11 using Arm Neon, Intel AVX intrinsics with OpenMP to evaluate the algorithm on SIMD platforms and compare the performance between architectures.
- **Custom ARMv7 Linux Kernel** [Code]
  Customised linux kernel from scratch with support for concurrent program execution using context switching and pid priority queue. Basic GUI support that displays print messages from the executed C programs. Basic I/O support including mouse cursor and keyboard input. Written in C and assembly.

Other Projects:

- C++ OpenGL Ray-tracing Engine, Multi-threaded Game of Life, Combining Policy Gradient and Q-Learning in RL (BSc Dissertation), ReactJS Project Tracker Web App, iOS White Noise App, OpenCV Dartboard Detector. [View on github.io]

Languages:

- English (Bilingual fluency), Chinese (Bilingual fluency), Spanish (Limited working fluency)