

Jie Wang

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EDUCATION

University of Wisconsin-Madison | Madison, WI

September 2021 – May 2025

Bachelor of Science: Computer Science & Economics

GPA: 3.8/4.0 | Junior

Course Work related Computer Sciences:

Operating System([OS Course Web](#)), Machine Learning, Computer Graphics ([CG Course Web](#)), Augmented/Virtual Reality

PROGRAMMING SKILL

Programming Language: Java, JavaScript, Python, C, C#, HTML, CSS, React

Developer Tools & Engine: Visual Studio Code, Visual Studio, GitHub, Unity, Git, Vim, Linux

PROJECT

Flight Searcher | Madison, WI

December 2022 – January 2023

Algorithm Engineer

- Conceptualized and developed the "Flight Searcher" application.
- Defined the project's problem statement by identifying the need to streamline flight booking.
- Utilized shortest path and minimum spanning tree algorithms for personalized flight recommendations.
- Designed user-friendly interface, incorporated key features, and conducted comprehensive testing.

2D Game Engine | Madison, WI

June 2023 – September 2023

Independently developed a 2D game engine using open-source libraries in Java.

- Implemented core functionalities for rendering, physics, and user input.
- Designed and optimized game loop, ensuring smooth gameplay.
- Collaborated with a team of developers to create interactive game prototypes.

AI-Assisted Course Creation in VR ([Demo](#)) | Madison, WI

September 2023 – December 2023

- Designed and developed engaging VR content that facilitates learning in an immersive environment.
- Leveraging artificial intelligence to enable instructors to rapidly develop new courses, reducing the time required by 80%.
- Utilized Unity to create a virtual agent that delivers educational content effectively.
- Constructed a demo to showcase the platform's capabilities in teaching new concepts to students.
- Conducted tests to ensure that the VR learning method leads to positive educational outcomes.
- <https://youtu.be/izZRi3UFHEk>

Multilingual-AI for Language Learner | Madison, WI

August 2023 – Present

- Refining an AI model to accurately assess language learners' grammatical structures and lexical choices.
- Developing sophisticated algorithms to generate grammatically correct sentences and suggest native-level vocabulary.
- Providing tailored advice to help language learners achieve fluency and conversational naturalness in a foreign language.

RESEARCH

WiNGS Lab@UW-Madison – EasyVizAR Project | Madison, WI

August 2023 – Present

- Using AR to automatically create virtual sign boards to indicate the direction and arrow for people in large buildings.
- Developing an algorithm for placing virtual signboards by using the knowledge of computer graphics and creating those sign boards by using Unity Engine.

INTERESTS & SKILL

Augmented Reality, Virtual Reality, Game Development, Frontend Development, Algorithm Development, Software Development