

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 | Senior

Course Work related Computer Sciences:

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

PROGRAMMING SKILL

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

Developer Tools & Engine: Virtual Studio Code, GitHub, Unity, Git, Vim, Emacs, OpenGL

PROGRAMMING PROJECT

Book Mapper | Madison, WI

October 2022 – November 2022

Frontend Developer

- Designed and developed a user-friendly interface for a book mapper application, ensuring an intuitive and visually appealing user experience. Coordinating the role of each team member.
- Collaborated closely with backend developers to seamlessly integrate a hashtable algorithm, allowing users to efficiently manage their book collections through features like adding, searching, updating, and deleting books.
- Implemented responsive design principles and ensured cross-browser compatibility, delivering a consistent user experience across various devices and web browsers. Additionally, enhanced user interaction with autosuggestions for book titles, authors, and tags.

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 – Present

- 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.

RESEARCH EXPERIENCE

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