

# Julia Wang

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## Education

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### University of Southern California (USC)

Expected May 2025

#### Bachelor of Science, Computer Science, Minor in Immersive Media – GPA 3.79

Los Angeles, CA

- **Relevant Coursework:** Data Structures and Object-Oriented Design (C++, Git), Algorithms and Theory of Computing, Software Engineering (Java, Git), Principles of Software Development, Artificial Intelligence (Python)
- **Awards:** Viterbi Dean's List from Fall 2021 to Spring 2024

## Skills

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- **Programming Languages:** C++, C#, Java, Python
- **Tools:** Git, Jira, Confluence, Bitbucket, Agile

## Work Experience

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### Madison Square Garden Sphere Entertainment Co.

May 2024 – Aug. 2024

#### Software Engineering Student Associate

Burbank, CA

- Implemented moveable user interface panels in 2D and 3D space, optimizing user experience and productivity in an internally-used Virtual Reality and Desktop application using C#, Unity, Git, Bitbucket, and Oculus Quest 2.
- Communicated closely with the engineering team to design architecture solution, create detailed technical specification for, and prototype moveable panels using Agile methodologies.
- Tackled and resolved feature-breaking bug in an in-built debug panel frequently used by developers.

### USC Institute for Creative Technologies

Feb. 2023 – May 2024

#### Game Engineer

Los Angeles, CA

- Collaborated with 5 researchers and engineers to design and develop interactive experiences centered around Artificial Intelligence education using C#, Unity, and Git.
- Integrated face landmark detection and swap for a Virtual Human Exhibit at the Berkeley's Lawrence Hall of Science with over 100+ visitors a day using the MediaPipe Solutions API and Computer Vision.
- Delivered and conceptualized prototypes featuring 3D gameplay interactions and sequences demonstrating how Artificial Intelligence education is achieved through gameplay experience and interactive narratives.

## Project Experience

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### POSEIDON Mission Control | Python, Git, Jira, Confluence, Agile

Jan. 2024 – May 2024

- Designed and engineered a portable mission control and planning software that streamlined satellite mission operations and provided a centralized platform for orbit calculations and predictions with 5 engineers.
- Automated event creation, updating, and deletion using Python API calls, allowing for more efficient event scheduling and notification for satellite pass times.
- Communicated with shareholders on weekly basis, effectively providing updates on progress, addressing issues, and ensuring project objectives were being met.

### Find a Seat | Java, Git, Agile

Aug. 2023 – Dec. 2023

- Programmed and documented a seat finder and reservation application using Java, Git, and Agile methodologies.
- Performed white and black box tests on the solution using Espresso and JUnit.

### Blossom | C#, C, Git

Jul. 2022 – May 2023

- Collaborated with project director and 4+ designers to design a narrative-driven interactive pop-up book experience showcased at alt.ctrl.GDC in Game Developer's Conference 2023.
- Innovated tactile puzzle mechanics that received external sensor input detecting physical interactions including touch, dial turns, and item placement using C, C#, and Git.