

JOSEPH WANG

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14200 Hartwood Ct,
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EDUCATION

Northeastern University, Boston, MA

Sept. 2015 – Present

College of Computer and Information Science | **GPA: 3.57 / 4.00**

Candidate for a Bachelor of Science in Computer Science & Interactive Media (5-Year Program) **Expected 2020**

Relevant Courses: Object-Oriented Design, Algorithms and Data, Interaction Design 1: Responsive, Logic and Computation, Discrete Structures, Interactive Media and Society, CS Fundamentals I & II

Honors: Dean's List Fall 2015, Spring 2016, and Fall 2016

Thomas Jefferson High School for Science and Technology, Alexandria, VA

Sept. 2011 – Jun. 2015

Graduated with an Advanced Studies High School Diploma | **GPA: 3.96 / 4.00**

Relevant Courses: Advanced Placement (AP) Calculus AB, AP Statistics, AP Psychology, Accelerated Computer Science Honors

Honors: AP Scholar with Distinction, Honors Student

COMPUTER KNOWLEDGE

Languages: Java, PHP, JavaScript (and jQuery), Python, HTML/CSS, Racket, Processing
Design Software: Adobe Creative Suites (Photoshop, Illustrator, InDesign), SketchUp, Autodesk CAD
General Software: Microsoft Office (Word, Excel, PowerPoint, Publisher)
Miscellaneous: IBM Bluemix Cloud Platform, Bootstrap Framework, Mac OSX, Windows OS

PROJECTS

"Music Editor" built in Java

Fall 2016

Developed a music editor which parses files to obtain notes, displays notes in a GUI window, allows for user modifications and interactions, and allows for an audio of playback in real time. This project was developed with the MVC design model in mind, allowing for different implementations.

"Instagram PhotoTracker" built in Processing

Fall 2016

Utilizing the Instagram API and Processing, a programming tool built on Java, this is a data visualization application which allows users to view recent Instagram posts based on location in the downtown Boston area. Features include searching by different tags and dynamically linking to the actual post.

"Forbidden Island" built in Java

Spring 2016

Virtual version of the board game, with implemented aspects such as character sprites, win and lose scenarios, randomly generated terrain, flooding algorithms, and real-world timing.

EXPERIENCE

SparkCo, Inc

Feb. 2017 - Present

Software Engineer Co-op

Allston, MA

- Helped design and develop multiple web applications for from the ground up for clients and agents
- Created a software application to enhance the productivity and work flow of the company's agents
- Developed a chat platform that pulls live data from ongoing sales to help determine the optimal strategies to close the deal
- Utilized cloud computing and machine learning algorithms to build a real-time data analytics engine

Northeastern University Marketing & Communications / University Publications

Sept. 2016 – Dec. 2016

Web Assistant

Boston, MA

- Performed web analytics on University News postings to optimize web traffic
- Constructed directories for social media accounts to aide in management and analysis
- Developed Facebook Instant Articles to optimize the experience of mobile audiences

References provided upon request