Jun Wang

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EDUCATION

University of Washington   **Sep. 2021 – Jun. 2024 (Expected)**
B.S. in Computer Science (with honors), Advised by Prof. Jon Froehlich   Seattle, WA
GPA: 3.91/4.00
  − **Skills**: Java, Python, C/C++, MySQL, TypeScript/JavaScript; PyTorch, OpenCV, Linux, Git
  − **Selected Coursework**: Deep Learning, Computer Vision, Data Structures, Algorithms, Database System, Probability

TECHNICAL EXPERIENCE

Makeability Lab (Planning submission to CHI 2024)   **Nov. 2022 – Present**
Undergraduate Researcher   Seattle, WA
  − Designed and evaluated a wearable AR system that can resolve ambiguity stemming from pronoun use in everyday speech.
  − Identified commonly used ambiguous phrases in human-to-human speech through literature review.
  − Brainstormed technical solutions for multimodal integration.
  − Constructed user study scenarios and conducted reflexive thematic coding on qualitative data.

AI Alignment at UW   **Apr. 2023 – Jun. 2023**
Undergraduate Researcher   Seattle, WA
  − Focused on extensions to, applications of, and analysis of the paper "Discovering Latent Knowledge in Language Models Without Supervision".
  − Explored questions such as "How does the language model's output change depending on the simulacra/paraphrase" and "Does the language model condition its world model on some counterfactuals written in the text".

Advanced Robotics at UW (2022 RoboMaster NA Champions)   **Jan. 2022 – Jan. 2023**
Software Engineer   Seattle, WA
  − Implemented message loggings for referee data (competition result, real-time data, robot id, warning).
  − Parsed depth camera data from RealSense camera to compute the 3D position of each target plate relative to the camera.
  − Evaluated competition requirements and collaborated across subteams to plan an end-to-end system.

HD Education   **Dec. 2021 – Jun. 2022**
Computer Science Tutor   Remote
  − Prepared and taught weekly lessons (∼2 hours) about procedural programming concepts, basic control structures, and fundamental data structures in Java to a class of ∼20 people.

Stanford University   **Oct. 2019 – Feb. 2020**
Research Assistant   Remote
  − Assisted in the research project entitled "Personalized Recommender Systems: From Collaborative Filtering to Deep Learning" by developing algorithms for recommender systems (e.g., collaborative filtering, matrix factorization, DNN).

PROJECTS

Swift and Smart: A New Paradigm for Real-Time Garbage Segmentation   **Apr. 2023 – Jun. 2023**
  − Proposed a real-time semantic segmentation solution featuring automatic image annotations with Segment Anything Model and Grounding DINO object detector and model trainings with MobileNetV3, DeepLabv3, and ResNet50 models.
  − Best model combining MobileNetV3 and DeepLabv3 models attained an MIoU score of 0.7865 and outperforms the baseline model (ResNet50 + FCN) regarding average precision (0.8112), recall (0.8147), and FPS (218.93).
  − Validated the viability of real-time garbage segmentation using models that balance computational efficiency and accuracy and discussed current limitations and future works.

Campus Map   **Jul. 2022 – Aug. 2022**
  − Utilizes Dijkstra's algorithm to find the shortest path between two buildings on campus.
  − Made with model-view-controller pattern consisting of various modular components with a thorough test suite, including: generic graph class, generic campus map class, back-end java spark server, front-end React components.

LEADERSHIP & VOLUNTEERING EXPERIENCE

Meta   **Aug. 2022 – Oct. 2022**
Meta Above & Beyond Computer Science (ABCS) Program Fellow   Remote
  − Collaborated with peers and Meta software engineers in a 10-week workshop series to enhance coding interview skills.

TechTogether Seattle   **Jun. 2022 – Aug. 2022**
Programming General Member   Seattle, WA
  − Brainstormed coding challenges and workshops for a hackathon targeting gender-marginalized groups (∼500 people) and recruited ∼50 volunteers, mentors, and judges.