Willis Wang

Software Developer

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(408) 966-2909

Education

B.A. Computer Science **UC Berkeley**
3.74 GPA August 2018 - May 2022
Courses taken: Data Structures, Algorithms, Machine Structures, Operating Systems, Networking, Artificial Intelligence, Discrete Math, Probability Theory

Experience

Software Engineer Intern **8th Wall**
May 2020 - August 2020
- Work with AWS to improve on and add new features to cloud-side backend infrastructure
- Implement functionality for automated database deployment and CDN updates
- Design and write customer repository backup framework

CS182/282A Reader **UC Berkeley**
Janurary 2020 - May 2020 Berkeley, CA
- Reader for upper division Neural Network course CS182/282A
- Assist in assignment release and rubric creation, grading both homeworks and exams

Open Computing Facility Staff **UC Berkeley OCF**
January 2018 - Present Berkeley, CA
- Contributes to keep OCF running as a staff member of the Open Computing Facility
- Services hundreds of students per day
- Worked on multiple projects including student RIFD verification using Python and SQL

CS61B Academic Intern **UC Berkeley**
September 2018 - December 2018 Berkeley, CA
- Help over 40 students gain a deeper understanding about core data structures, abstract data types, algorithms, basic principles of software engineering, and the Java programming language
- Strong foundation in OOP, Dynamic Programming, Graph Traversal, Data Structures, and Sorting Algorithms
- Hosts weekly reviews focused on conceptual applications

Projects

Uwu bot
August 2019 Python
- Created an verified Discord bot with over 100 servers joined which automatically translates comments
- Supports advanced functionalities such as multi-server management, database storage, and message editing

Gitlet
July 2017 - August 2017 Java
- Created a local clone of Git in Java with a strong base in OOP, Trees, and Serialization
- Integrates seamlessly in projects and supports all functionalities native to Git

Chepp
November 2017 C++
- Created a chess simulation program written in C++
- Implements logical features such as move checking and checkmate detection to optimize gameplay

Languages

Programming Languages: **C/C++, Java, Python, SQL, Ruby, HTML/CSS, Javascript**

Operating Systems: **Linux, macOS, Windows**

Languages: **English, Chinese**