Mu-Fan (Leo) Weng

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OBJECTIVE

Adaptable, passionate Georgia Tech alumnus with B.S. in Computer Engineering and Minor in Computational Data Analysis. Solid programming skills encompassing front-end, back-end, and data science.

EDUCATION

Georgia Institute of Technology Atlanta, GA
B.S. Degree, Computer Engineering Aug. 2015 – May 2019
Minor in Computer Science (Computational Data Analysis)

- Final GPA: 3.44

WORK EXPERIENCE

Hydronix Water Technology Rancho Cucamonga, CA
Jr. Web Developer July 2019 – present

- Maintain, update, and monitor hosted websites and managing site security
- Design custom websites using NodeJS, HTML, and CSS along with Wordpress and Joomla platforms

Merchant e-Solutions Atlanta, GA
Software Engineering Intern (Testing/QA) May 2018 – August 2018

- Completed automated regression suite on a web-based portal allowing merchants to process payments for their customers and saved time in running 110+ test cases
- Created and updated test cases for portal using Selenium and TestNG to ensure product quality
- Reorganized and improved project structures in Jira for increased productivity

Thinkpower Information Corp. Taipei, TAIWAN
Database Software Intern June 2015 – July 2015

- Coordinated project to create FAQ database to increase productivity by reducing search time
- Handled details in web design formatting for user accessibility with HTML and CSS
- Managed and maintained database with MySQL and jQuery

Williams Whittle Alexandria, VA
Advertisement Intern May 2015

- Compiled client data for analysis and meeting deadlines efficiently
- Collaborated to prepare and present pitches for upcoming projects
- Praised by project manager for work efficiency and diligence

ACTIVITIES

- **Executive Member**, Georgia Tech Club Volleyball Fall 2017 – Spring 2019
- Member, Theta Chi Fraternity Fall 2016 – Fall 2017
- **Business Manager**, Sympathetic Vibrations (All-Male Acapella Group) Spring 2016 – Fall 2017

AWARDS

- **2nd Place**, International Championship of Collegiate A Cappella, South Semifinals — Spring 2017
- **1st Place**, International Championship of Collegiate A Cappella, South Quarterfinals — Spring 2017
- Randolph Fairfax Medal for Character, Conduct, and Scholarship — Spring 2015
- Alexander Jennette Johnston Award for Excellence in Performing Arts — Spring 2015

SKILLS

Programming	Java, Python, HTML, PHP, CSS, NodeJS, JavaScript, SQL, MATLAB, C, C++
Hardware	Oscilloscope, Logic Analyzer, NI myDAQ, mbed, Raspberry PI
Software	Microsoft Office: Word, Excel, Powerpoint; Lightworks, Quartus II
Languages	English (completely fluent), Mandarin Chinese (completely fluent), French (elementary proficiency)
Communication	Technical Writing, Project Management, Public Speaking, Stage Performance, Agile Development

PROJECTS

Database Educational Demos — Spring 2019

Demonstrating key database concepts with interactive educational tools

- Collaborated with team to build interactive demos to learn key database concepts
- Designed user-friendly UI with AngularJS and structured back-end with NodeJS

Data and Visual Analysis — Fall 2017

Analyzing and visualizing data via various methods and tools

- Collected and visualized Twitter data by using Python and Twitter API
- Organized and manipulated data into database using SQLite
- Visualized data and designed graphs using D3 and JavaScript
- Created MapReduce applications with Hadoop and Pig for big data processing

MARTA Database Project — Fall 2017

Create web application to implement database on back-end and UI on front-end

- Created web application using PHP and CSS in coordination with database manipulation and organization using phpMyAdmin and SQL

Doombots — Fall 2016

Object detection using ultrasonic rangefinders on the DE2Bot

- Designed and programmed a modified AmigoBot using Assembly (MIPS) and Quartus II program
- Collaborated with team of four to achieve the objective of detecting and locating objects in an arena

Missile Command — Fall 2016

Recreation of Atari's popular Missile Command video game

- Designed and recreated Missile Command's basic features on the mbed using C
- Added extra features in game sprite design and in-game navigation to enhance user experience

RELEVANT COURSEWORK

Digital Design Laboratory

Design and implementation of digital systems, including a team design project. CAD tools, project design methodologies, logic synthesis, and assembly language programming. Included a team design project.

Introduction to Artificial Intelligence

An introduction to artificial intelligence and machine learning. Topics include intelligent system design methodologies, search and problem solving, supervised and reinforced learning.

Introduction to Perception and Robotics

Covers fundamental problems and leading solutions for computer and robot perception and action from the point of view of autonomous robot navigation. Included team lab projects.

Machine Learning

Machine learning techniques and applications. Topics include foundational issues; inductive, analytical, numerical, and theoretical approaches; and real-world applications. Included a team research and design project.