

EDUCATION

University of California, Berkeley (UC Berkeley)

B.A. in Computer Science, present

3.4 GPA

- Machine Structures
- Data Structures
- Structure and Interpretation of Computer Programs
- Linear Algebra and Differential Equations
- Discrete Mathematics and Probability Theory
- Adaptive Instruction Methods in Computer Science

EXPERIENCES

Girls Who Code Immersion Program

GE Digital, June 2016 - August 2016

- Designed a virtual reality app using Unity3D and C#
- Implemented a tower defense game inspired by "Plants Vs. Zombies" using Python
- Built a prosthetic Arduino robotic arm with the ability to extend/retract
- Programmed on a Parallax Activitybot Robot using C++

LA Hacks Hackathon

UCLA, March 2017

- Developed functional college class organizing AI algorithm program with Java

PROJECTS

Web Development

- Implemented backend of "Google Maps" web mapping application using real-world mapping data and Java
- Created a visualization of restaurant ratings with AI and the Yelp academic dataset using Python
- Built a personal website with HTML, CSS, and the JavaScript library p5.js
- Redesigned and constructed www.azlyrics.com using HTML and CSS

iOS App Development

- Built a "Snapchat" app with cloud-based record of snaps using Swift and Firebase
- Constructed a beverage searcher app utilizing crowdsourcing and cloud using Swift and Firebase
- Implemented a cryptocurrency ticker from the Cryptonator RESTful API using Swift

AI Development

- Built an AI that solves puzzles, such as "8-puzzle problem", by finding the shortest possible solution using Java
- Developed a program to estimate the value of the percolation threshold via Monte Carlo simulation using Java
- Designed a 2D tile-based game that pseudorandomly generates worlds and has AI "chaser enemies" using Java

Art Portfolio: maewangart.weebly.com

- Learned and mastered many art forms, including sketch, pastel, oil paint, and watercolor for 9+ years

SKILLS

Languages:

Java, Python, C, JavaScript, Swift, CSS, HTML 5, SQL, Scheme

Programs and Tools:

Git/GitHub, Unix, Linux, Vim, JQuery, Xcode, Firebase, Unity3D