MAE WANG

GRADUATION DATE: SPRING 2022
Mobile: (310) 999-8256
Email: maewang@berkeley.edu
Website: maewang00.github.io

OBJECTIVE

College sophomore with software development skills seeking a summer software internship position.

COMPUTER SCIENCE SKILLS

Languages:
Java, C, Python, JavaScript, Swift, JQuery, CSS, HTML 5, SQL, Scheme

Programs and Tools:
Git/GitHub, Unix, Linux, Vim, Xcode, Firebase, Unity3D

EXPERIENCES

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

Web Development

- Redesigned and constructed www.azlyrics.com using HTML and CSS
- Built a personal website with HTML, CSS, and the JavaScript library p5.js

Girls Who Code Immersion Program

GE Digital, June 2016 - August 2016

- Designed a virtual reality app using Unity3D and C#
- Created the game "Pong" using Python
- Programmed on a Parallax Activitybot Robot using C++

LA Hacks Hackathon

UCLA, March 2017

- Developed functional college class organizing algorithm program with Java

EDUCATION

University of California, Berkeley (UC Berkeley)

B.A. in Computer Science, present

3.4 WEIGHTED GPA
- **Machine Structures |** ongoing:
    - Learning and developing programs with C and assembly language

- **Adaptive Instruction Methods in Computer Science |** ongoing:
    - Learning how to instruct in the field of STEM and hosting weekly tutoring sessions

- **Discrete Mathematics and Probability Theory |** ongoing

- **Data Structures |** Spring 2019:
    - Created a "Google Maps" web mapping application using real-world mapping data and Java
    - Built an AI that solves puzzles, such as "word ladder" and "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 have AI "chaser enemies" using Java

- **Structure and Interpretation of Computer Programs |** Fall 2018:
    - Developed an interpreter for the Scheme language using Python
    - Created a visualization of restaurant ratings using machine learning and the Yelp academic dataset using Python
    - Implemented a tower defense game inspired by "Plants Vs. Zombies" using Python

West Los Angeles College

High School Concurrent Enrollment

- **Intro to Engineering:**
    - Built a prosthetic Arduino robotic arm with the ability to extend/retract

- **Intro to Business Communications:**
    - Learned how to write and orally communicate within a business setting in business management or marketing
    - Gained proficiency in writing business letters, portfolios, reports, proposals, memos, business emails, and pitching proposals

- **Intro to Computer Science:**
    - Completed many Python projects, including a bank ATM program

University Senior High School

Salutatorian, Class of 2018

4.425 WEIGHTED GPA