Jingman (Michelle) Wang

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EDUCATION

Johns Hopkins University

Bachelor of Science

Baltimore, MD Expected May 2025

- Maiors: Computer Science. Cognitive Science
- GPA: 3.93
- Programming Languages: Java | Python | C | C++ | Javascript | Typescript | MATLAB | SQL
- Frameworks & Tools: Unity | Unreal Engine | React | HTML | Git | Postgres | Firebase | MongoDB | Docker

EXPERIENCE

Hull Street Energy

May 2024- Present

Bethesda, MD

Strategist and Software Engineer

- Created and maintained a comprehensive database and server for gas and power markets, aggregating key data such as trade contracts and ICE/Platts data. Built applications and Excel add-ins to visualize and analyze these datasets, supporting strategic decision-making.
- Strategically managed operational variables of power plants, including heat rate, ramp rate, and state variables (hot, warm, cold), to maximize gross margins. Leveraged quantitative analysis and Hull Street Energy's extensive expertise in both renewable and fossil fuel power generation.
- Spearheaded the development of a personalized large language model assistant using AI and NLP, integrated with a proprietary database. This innovative tool provided customized insights and enhanced the analytical capabilities of the energy sector.

DearYou Health January - May 2024

Software Engineer

Washington, DC

- Led development of a cross-platform mental health support app using React Native, managing project organization and codebase with Git.
- Implemented Al-driven algorithm for matching students with counselors using **TensorFlow**, optimizing **neural network design** and ensuring secure user data handling with **Firebase**.

Quest2Learn January - October 2023

Software and UI/UX Engineer

Baltimore, MD

 Developed an immersive AR experience with hyperrealistic 3D models and interactive modules using Unity and React3Fiber, in collaboration with CUHK University, resulting in a 15% improvement in user satisfaction through comprehensive testing and user feedback.

NOTABLE PROJECTS

JHU Delineo

August 2023 - Present

- Collaborated with **AWS** to integrate Mass Crowd AI for simulating crowd movement and infection patterns in airports on **UE5**, enhancing disease spread modeling accuracy.
- Developed the "Intervention Manager" module, allowing users to define and apply interventions within simulations, utilizing Python for backend logic and React for frontend implementation.

JHU CBID VectorCam

June - August 2023

- Developed an Android app for vector surveillance, providing vector control in malaria prevention and elimination. in sub-Saharan Africa. Leveraged Java and Android Studio to improve mosquito classification accuracy.
- Implemented advanced image processing and computer vision technique (YOLO you only look once) for rapid mosquito analysis, resulting in a remarkable 40% accuracy improvement.

NLP Tagging Project (Python)

 Attained over 95% accuracy in tag prediction utilizing taggers based on HMM and CRF, incorporating a biRNN. for context feature extraction.

NOTABLE REWARDS

- Received the FastForwardU Summer Incubator Award \$5000, Georgia Tech \$500 for my startup GooseCart.
- Received the Singhal Family Entrepreneurship Award and the 2023 Dean's Design Award, securing \$20,000 in funding for Quest2Learn.
- Earned a presentation slot at the 2022 ASCEND conference with my proposal with Nathaniel Gordon, titled "Spacecraft Diagnostic Generation from Remote Sensing for OSAM Mission".