

Maxwell Wang

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Education

University of Delaware

Bachelor of Science in Computer Science, Artificial Intelligence Concentration

GPA: 3.269

Coursework: Data Structures, Operating Systems, Algorithms, Automata Theory, Software Engineering, Machine Learning, Advance Web Technologies, Database Systems, Computer Vision, Senior Software Engineering. Educational Game Development, Data Mining

Newark, Delaware

May 2024

Employment Experience

Northrop Grumman

Converting Software Engineer

- Worked with the current LETS team to improve and design a user interface for a vehicle utilizing on an existing C/C++ codebase and worked in an Agile Environment

Remote

Aug. 2023-Present

Software Engineer Intern

- Worked on an software engineer team utilizing C++ libraries and YAML using agile methods on a software engineering team and learned DevOps, Unit Testing, Jira, Cmake, confluence and ci/cd pipeline
- Served as an interim scrum master to help facilitate standups
- Addressed blockers from teammates with their assignments and reviewed tasks and attended standups and detailed self progress with assignments
- Maintained an US DoD secret clearance for the duration of the program

Roy, Utah

Jun.2023-Present

University of Delaware

Teaching Assistant

- CISC 437 (Database Systems), teaching SQL, data retrieval languages, security and integrity and physical and logical organization of databases
- Holding office hours and graded exams and quizzes with two other teaching assistants for a class with 50-60 students

Newark, Delaware

Feb. 2023 - May 2023

Computer Science for Social Good Volunteer Outreach

- Reached out towards companies to introduce cs students towards the Computer Science Industry and Academia
- Redesigned the clubs website to improve its functionality and displays events, current eboard members, questions that can be answered from the club and much more

Aug. 2022-Present

Undergraduate Research Assistant

- Created an application using the Arduino controller and Unity game engine allowing children on the autism spectrum to play and change music layers for a song to accommodate their listening preference.
- Learned Human computer interaction and utilize software engineering practices on the project

Jun. 2022- Jan. 2023

Independent Projects

CISC Course Scheduler

- Worked on a team with two other undergraduate students and also led the development of a front-end client-side web application to create the design and the functionality of an effective University 4 year degree plan for scheduling courses using TypeScript/React/Jest

Buccaneer Brawl

- Worked on a team with three other undergraduate students and also led the development of an educational multiplayer pirate fighting game to teach children about computer science skills such as basic algorithms and debugging which are key concepts
- Utilized TypeScript/Phaser to develop the Games UI, Git for version control and practiced Agile Software Development

UD CS For Social Good Website

- Redesigned the Computer Science for Social Good Clubs website utilizing TypeScript/React/Next.js to improve the websites UI and keep updates of club events, e-board members and much more

Technical Skills

Programming Languages: C, C++, C#, CSS, HTML, Java, Javascript, Python, Rust, Typescript, Ruby, SQL, X86 Assembly

Technologies: Next, React, Bootstrap, Git, GitHub, GitLab, Numpy, Matplotlib, Pandas, Scikit-Learn, CMake, OpenCv, Express

Programming Editors / IDEs: IntelliJ, PyCharm, VS Code, CLion, Visual Studio, Oracle SQL Developer, Postman, Terminal

Operating Systems: Windows 8, Windows 10, Linux (Arch, Ubuntu, Debian, Red Hat), Raspberry Pi

Google Suite: Docs, Sheets, Slides, Forms

Microsoft Suite: Word, Excel, Powerpoint, Outlook, Teams, Money