IVAN WANG

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EDUCATION

Carnegie Mellon University – B.S. in Computer Science   Pittsburgh, PA
   Minor in Mathematics, Game Design   *Expected May 2016*

- 3.71 GPA
- Representative Coursework: Algorithm Design and Analysis; Graph Theory; Combinatorics

Aragon High School – Diploma   San Mateo, CA
- SAT Reasoning Score: 2380 (780 Critical Reading / 800 Math / 800 Writing)   *May 2012*

QUALIFICATIONS

// Code: SML, Python, Javascript, ActionScript 3   *<Web-Dev=* "HTML, CSS, jQuery" */>*
 {{Frameworks}}: Angular JS, Rails, Flask, Django   *--Version Control:* Git, Mercurial
$> basic Unix commands   += passion && a desire to learn more;

LEADERSHIP & PROFESSIONAL EXPERIENCE

Go Daddy (Locu office)   San Francisco, CA
Software Developer Intern   Jun 2014 - Present
- Implemented full-stack deduplication service and front-end dashboard to find and notify partners (e.g. Yelp, Foursquare) of duplicate venues (multiple instances of the same business).
- Developed automated end-to-end testing suite (with Selenium, Jenkins, and Phabricator integration) to screenshot and create image diffs of changes to site.

Guidewire Software, Inc.   Foster City, CA
Software Engineering Intern   Jun 2013 - Aug 2013

- Designed and programmed digital wallboard webapp for tracking JIRA stories and bugs;
- Created a customizable front-end service with Angular JS to display issues;
- Interaction using gestures with Leap Motion.

Carnegie Mellon University   Pittsburgh, PA
Teaching Assistant   Aug 2013 - present
- Led recitations and office hours to teach students the basics of functional programming in SML (15-150) as well as parallel data structures and algorithms (15-210).

PROJECTS – PORTFOLIO

Carnegie Mellon University – Game Creation Society   Pittsburgh, PA
Project Leader   Jan 2013 – Dec 2013
- Led and coordinated meetings with 10 artists, programmers, musicians, and designers to develop a 2D side-scrolling platformer in Flixel and ActionScript 3.

HackMIT, PennApps, MHacks, TartanHacks, and more   Universities across US
Hacker   Oct 2013 - Present
- Designed and developed several mobile and webapps, including crowdsourced food delivery, gamified file system visualizer, geocaching virtual pets, and customizable educational games for teachers.

For more details, visit http://www.ivanwang.me/