

Nicholas Wang

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EDUCATION

University of California, Berkeley - Computer Science [GPA: 3.82]

May 2022

- **Relevant Coursework:** Data Structures, Efficient Algorithms, Techniques of Data Science, Information Devices, Blockchain Fundamentals, Operating Systems, Computer Architecture

PROFESSIONAL EXPERIENCE

Software Engineer Intern - Geopogo

August 2020 - Current

- Design new features through **Unity** to handle camera movement and Y-axis inversion for **Revit models** using **C#**
- Handle debugging to solve issues with texture transparency and rendering order during multi-user sessions

Software Developer Intern - ThoughtCloud

May 2020 - August 2020

- Designed and implemented **React** web application and **iOS** mobile application using **Swift 5**, **UIKit**, and **SwiftUI**
- Structured back-end databases using **Neo4j**, **Firestore**, and other **NoSQL** frameworks deployed on **AWS**
- Integrated application with **Python** back-end services through **Django** Rest Framework and respective packages

iOS Developer - Mobile Developers of Berkeley

January 2020 - Current

- Plan, design, and develop **iOS** apps for UC Berkeley's premier **mobile** development incubator
- Developed **Pokedex** app containing searchable/sortable **Pokemon** data, a weather application using **Dark Sky API**, **Swift JSON decoding**, **Postman**, and a member login system through a real-time **BaaS** database

Technical Operations Intern - Berkeley Skydeck

January 2020 - March 2020

- Worked on **SkyPortal** website using the **Bootstrap** framework through **Brilliant Directories**
- Created and extracted multiple reusable **Bootstrap** components for recyclable implementation

Web Development Intern - Trademarkia

June 2019 - August 2019

- Developed ten front-end websites with **JQuery** that receive over a million users per month
- Converted ~100 Gigabytes of raw **XML** data into **SQL** data to enter user info into databases

PROJECTS

Huddle: [iOS Application]

github.com/Miclin1024/Huddle

- iOS application to find students around you in the same class for assignment collaboration and help
- Structure back-end around **Firebase's BaaS** database, its **Cloud Messaging API**, and **Firebase functions**
- Used **Google Maps API** to display markers of surrounding students given geolocation coordinates

iClass: [iOS application]

github.com/rbatra2000/iClass

- iOS application to help professors actively engage students and track attendance efficiently via mobile devices
- Implemented login system via **Firebase** Authentication, and used **Firestore** database for back-end storage
- Integrated **ChameleonFramework cocoapod** for a color framework, and **CircleMenu cocoapod** for UI/UX design

PintOS: [Operating System]

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- Complete implementation of the **PintOS** operating system using **C** with concepts involving kernel-level threads, user-level programs, the buffer cache, memory management, and the **UNIX Fast File System**
- Allocated one thread per user program, assigning priorities to each thread to enable priority donation
- Implemented the **buffer cache** using the clock algorithm for block replacement of extensible inode files

War Game: [React Web Application]

github.com/nicholaswang2000/wareact

- Web application that simulates a game of War, the playing card game, against a computer on a browser
- Implemented all in-game and endgame logic through **JavaScript / JSX** with reusable components
- Used **React**, **Bootstrap**, **Deck of Cards API**, and **Axios** to handle remote API requests from web server

SKILLS

Languages: Swift, Java, Python, Javascript, JSX, Cypher, SQL, C, C#, Objective-C, Solidity

Software Experience: AWS, Neo4j, MongoDB, React, React Native, Node, Django Rest Framework, Bootstrap

Hobbies: Badminton, Travel, Piano, Karaoke, Table Tennis, Filmmaking, Hiking