Owen Wang



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EDUCATION

University of Illinois at Urbana-Champaign

Urbana, Illinois

B.S. in Computer Engineering, James Scholar Honors Program

Expected Graduation, May 2027

GPA: 3.96/4.00

Courses: Computer Systems and Programming, Intro to Computing, Discrete Structures, Linear Algebra, Calculus III, Intro to Electronics.

Additional Courses: Udemy TensorFlow for Deep Learning, Udemy Data Structures & Algorithms in C++

TECHNICAL SKILLS

Programming Languages: C++, Python, JavaScript, TypeScript, Java, SQL, HTML, CSS Frameworks: React. is, Next. is, Django, Spring Boot, TensorFlow, OpenCV, STM32, KiCAD

Databases: PostgreSQL, Supabase, Firebase

WORK EXPERIENCE

June 2024 - Present **JACS Solutions**

Embedded System Engineering Intern

Baltimore, MD

- Designed FOTA features for MDM by establishing bi-directional communication between server and devices.
- Migrated frontend to React.js and leveraged Spring Boot REST framework for MySQL database connectivity, enhancing CRUD operations and optimizing server performance by 5%.
- Performed QA and firmware testing for 250+ devices utilizing AT Commands and flashing firmware.

Hydrologic

Oct 2023 - May 2024

Project Manager

Urbana, IL

- Established an ESP32 to Firebase Realtime-Database connection to retrieve University Housing shower statistics and analyzed data to reduce average water consumption by 10%.
- Directed a group of four to architect the core structure of the web-app using React.js, Tailwind CSS, and Chart.js, implementing filtering, saving, and comparison functionalities.
- Utilized **Jira** to apply **SCRUM** principles, delivering **20**% ahead of schedule and **10**% under budget.

UIUC EV Concept

Aug 2023 – Jan 2024

Electrical Team

Urbana, IL

- Developed BMS monitoring system by integrating a PCB that measures cell voltage, temperature, and current.
- Trained a neural network that estimates SOC using linear regression via a supervised learning approached with recorded values from a MATLAB simulation.
- Implemented model onto Microcontroller through C₊₊ and STM32 IDE, improving efficiency of BMS by 30%.

UIUC Vex Robotics

Aug 2023 – Jan 2024

Software Team

Urbana, IL

- Created a computer vision model using OpenCV and Python to detect green "acorn" shaped objects.
- Developed an algorithm that tracks and draws contours at varying distances/lightings by estimating circularity

PROJECTS

Spotify Vault | React.js, Django, PostgreSQL

May 2024 - July 2024

- Designed a web application to track, store, and display historical Spotify statistics, integrating Spotify API with a **React.** is frontend and **Django** backend connected to a **PostgreSQL** database.
- Built RESTful API in Django with CSRF tokens to ensure secure and efficient data processing.

Recipe Generator | React.js, Flask

Feb 2024 - May 2024

- Conceptualized and implemented UI and search algorithm using React, Tailwind, and Spoonacular API.
- Integrate backend functionality using Flask to store and manage API calls, saved recipes, reviews, and user data