SAM WANG

2300 Nueces St. #714
Austin, Texas 78705

(915) 667-3225

samwang@utexas.edu

http://samwang.me

EDUCATION

University of Texas at Austin (Expected Graduation: May 2016)
Pursuing B.A. in Computer Science

TECHNICAL SKILLS

Code - Java, Swift, iOS Development, Git, Agile
Design - Sketching, Prototyping, Wireframing, Adobe Suite, and Sketch

WORK EXPERIENCE

Target, Software Engineer Intern, Summer 2015
I was on the Target Stores Proof of Concept team. I worked alongside others to bring innovative ideas to Target while having complete ownership of my project. The team was Agile based and I worked primarily as an iOS developer while working on mobile design as well.

PROJECTS

Candidacy, iOS, Swift, Fall 2015
Developed in a group setting an iOS application created to help users learn more about the 2016 election. The project used Swift, Parse for the backend, and Cocoapods for framework management. I designed and helped develop the application.

easyroute, iOS, Swift, Summer 2015 (Target)
Developed an iOS app that helps route Target team members from their current location based on indoor location technology to their task locations. The application was developed using Xcode and Swift alongside usage of multiple SDKs and APIs alongside Cocoapods. Design was created from initial sketches, wireframes, and user research.

itadakimasu, iOS, Swift, Summer 2015
Developed an iOS app that utilizes Yelp's API, the MapKit framework, Core Location, Cocoapods, and the Swift language. The application helps users decide where to eat and additionally provides a map showing the location. There is also functionality to route from user location to the business with Apple Maps.

eightAM, iOS, Swift, Fall 2014
Developed an iOS App to create a one stop ultra minimal location to set your alarm, and check the weather. (Two person team)

samwang.me, Bootstrap, HTML5, CSS3, Summer 2014
Learned how to code in HTML5, CSS3 and implement bootstrap to create personal website hosted on Github pages.

COURSE WORK

Data Structures, Algorithms and Complexity, Discrete Mathematics for Computer Scientists, Computer Architecture, Operating Systems, iOS Development, Big Data Programming, Intro to Design, Interaction Design (UI/UX).