SAM WANG

Software Engineer/ Designer

The University of Texas at Austin

B.A. Computer Science Class of 2016

Languages

Javascript Swift HTML/CSS Java

Technologies

AngularJS Unit Testing iOS Sass REST APIs

Design

Visual Design
Interaction Design
Design Research
Wireframing
Prototyping
Photography
Sketch
Adobe XD
Photoshop

Invision

GE Digital / Digital Technology Leadership Program

Experience - July 2016 to Present (1 year and 6 months)

- Rotation based program with four half-year rotations
- Worked on three teams for three GE verticals (GE Power, Oil & Gas, and Digital)
- Focused on Front-End Web Development, Product Management and Design
- Utilized various technologies including Angular JS, Karma/Jasmine, Polymer, HTML/CSS in scrum teams
- Managed the feedback/enhancement portion for the product management team on a supply chain application which has touched four continents; six GE verticals; and 2,500 daily users
- Developed key multiple features and added several UI enhancements

Target / iOS Software Engineering Intern

Experience - Summer 2015 (4 months)

- On the Target stores innovation team
- Developed and designed iOS application to prove out viability of indoor positioning systems for optimal path finding within stores
- Utilized Swift, Xcode, Core Location, MapKit, Cocoapods (SwiftyJSON, Alamofire), Target Stores API, Github, and various SDKs for the hardware being used
- Ultimately led to help prove out viability of indoor positioning within stores, Target has already announced rollouts of indoor positioning technologies within stores

Just A French Press

Product Design - Spring 2016

- · Created a French Press design and useable prototype
- Used the design process to rapidly iterate through ideas and come up with final design
- · Additionally designed packaging to highlight over advertising of current kitchen products
- Leveraged the following skills to design product: user research, rapid prototyping, iteration, design thinking, sketching, 3D modeling, 3D printing and manufacturing, Rhino

Candidacy

iOS Project - Fall 2015

- App helps users learn more about the 2016 presidential candidates
- Designed the application and provided wireframes to team of 3
- Additionally developed a large portion of the application utilizing Swift, Xcode, Parse, Cocoapods (Swifty JSON, Alamofire)

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iOS Project - Summer 2015

- · App helps solve indecision for food selection through randomized restaurant selection
- Leveraged Swift, Core Location, MapKit, Xcode, Yelp API, and Cocoapods (SwiftyJSON, Alamofire) to build application