

Weiguang Wu

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Education

University of California, Irvine

May 2024

B.S. in Computer Science

GPA: 3.46

Relevant Coursework: Data Structure & Algorithm, Computer Network, Database, Computer Architecture, Machine Learning, Software Design

Honors: Dean's Honor List for 6 quarters

Projects

Search Engine

March 2023

- built in Python using the BeautifulSoup library and tokenization algorithms
- programmed functions to retrieve, parse, and tokenize web content and implemented ranking algorithm for ranking the relevancy of each webpage

Tetris

March 2022

- programmed the main game logic such as falling and matching mechanics in Python
- designed the UI and graphics using the Pygame library

Air Quality Monitoring Project

April 2021

- created a program in Python displaying top places with the worst air quality within a specified area based on user inputs
- integrated and utilized external API's for air quality data and geolocation data

Activities

Video Game Development Club

October 2020 - March 2022

- developed 3 game projects as a programmer in team settings

ICS Student Council Projects Fellowship

April 2022 - June 2022

- contributed to AntAlmanac, an open source web application to manage class schedule

Skills

Languages: Java, C/C++, Python, HTML, CSS, Javascript, SQL

Operating Systems: Unix/Linux, Windows

Tools: Git/Github, MySQL