

# Simon Wang

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**Research Interests:** Artificial intelligence, AR/VR, Deep Learning, Data visualization

## Education

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### University of Maryland

College Park, MD

M.S., Computer Science

*Expected December 2024*

B.S., Computer Science (GPA: 3.52)

*December 2023*

University Honors

*2019-2023*

Presidential Scholarship

*2019-2023*

## Skills

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**Programming:** Java, JavaScript, Python, C, C++, C#, JavaScript, HTML, D3.js, SQL, Apache Spark

**Software:** Unity, GitHub, VSCode, MS Office, Google Suite, MATLAB, SAS

**Languages:** English (native), Mandarin Chinese (fluent speaking, intermediate reading/writing)

## Experience

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### University of Maryland

College Park, MD

*Research Assistant*

*Jun. 2023 – Dec. 2023*

- Coded software tool to annotate data visualization SVGs
- Used JavaScript, HTML, and Python to develop front-end and back-end of a web page

### University of Maryland

College Park, MD

*Student Initiated Course Co-Facilitator*

*Jan. – May 2023*

- Co-taught course on creating custom shaders in Three.js (CMSC398K)
- Prepared course materials and lectured about linear algebra needed for computer graphics
- Graded and gave feedback on homework and coding assignments

### Amazon

Seattle, WA

*Software Dev. Engineer Intern, Amazon's Choice*

*May – Aug. 2022*

- Developed quality assurance tools to improve Amazon's Choice recommendation system
- Used Java, Apache Spark, and AWS to push and test code on Amazon databases
- Worked in team with 20+ software engineers in collaborative environment with daily meetings
- Presented solution ideas and final product to Amazon's Choice team and received feedback

### University of Maryland

College Park, MD

*Undergraduate Teaching Fellow*

*Jan. – May 2021*

- Facilitated electrical and computer engineering lab course (ENEE101)
- Designed, taught and graded core electrical and computer engineering topics/labs
- Mentored students through issues in class time and during office hours

## Relevant Coursework

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AI, Deep Learning, Embodied Media Design, XR, Computer Graphics, Game Programming, Data Visualization, Algorithms, Data Structures, Applied Probability & Statistics, Linear Algebra, Calculus III, Technical Writing