

# Wenjie Gao

[wenjiegao1@gmail.com](mailto:wenjiegao1@gmail.com) | [+1-267-563-0299](tel:+12675630299) | [LinkedIn](#) | [GitHub](#)

## EDUCATION

### Temple University — GPA 3.96, Dean's List

Philadelphia, PA

*Bachelor of Science in Computer Science; Computer Security and Digital Forensics Certificate*

2020 – 2024

- Relevant Courses: Calculus I-II, Discrete Mathematics I-II, Data Structures and Algorithms, Software Design, User Experience Design, Wireless Networks and Security, Introduction to Digital Forensics, Web Application Programming, Cloud Computing, Database Management System, Project in CS, Software Security.
- Affiliations: Association for Computing Machinery

## TECHNICAL SKILLS

**Programming Languages:** Java, C, Python, HTML, CSS, SQL, JavaScript, PHP

**Technology/Environment:** Windows, Hypervisors (Virtual Machines) and WSL, Ubuntu and Kali Linux, Git, Microsoft 365, MatLab, Python Flask, Java Spring Boot, SocketIO

**Languages:** English, Mandarin

## TECHNICAL PROJECTS

### Thrill Typer | *Python, JS, Flask, SocketIO, Git, HTML, CSS*

May 2024

- Designed and implemented backend routes in Python Flask to handle client communication and user authentication.
- Developed frontend layout and user interface using React, ensuring responsiveness and an engaging user experience.
- Integrated Socket.IO for real-time communication.

### Gomoku (Five in a Row) | *Java, JavaFX and FXML, GUI, Greedy Algorithm, WLAN*

Dec 2023

- Devised a GUI application with MVVM approach that fits the pursuits of Gomoku gamers in both in-person and WLAN competition.
- Remodeled intelligent game theory algorithms to enable player versus environment selection
- Administered thorough testing to identify and fix bugs, ensuring a smooth and reliable gaming experience.

### Discord Bot | *Python, Git, API*

Jun 2023

- Built a discord bot utilizing Discord Developer Toolkit and interface documentation from relevant sites.
- Assembled Web API of a third-party website to upgrade services to Discord users.
- Designed and programmed basic features utilizing adaptive interfaces to create modules for developing a Monopoly game in the future.

### Processes Info Logger | *C, Git, Asynchronization, Threads*

Dec 2022

- Programmed communication tunnel with signals mechanism between two processes in Ubuntu
- Operated signals from one process to intervene in the receiver process with a certain mask configuration.
- Calculated arrival rate and loss rate of signals sent to collect the efficiency and accuracy information of the mechanism.

## EXPERIENCE

### CIS Peer Tutor

Aug 2023 – May 2024

*Computer and Information Science Department, Temple University*

Philadelphia, PA

- Guided students who are seeking assistance with most undergraduate courses.
- Instructed on general concepts and programming for students in need.

### Coding Club Member

Oct 2018 – Feb 2020

*Academy at Palumbo*

Philadelphia PA

- Programmed simple websites using Javascript to insert content in HTML and CSS to style it.
- Built the game with Javascript to maintained a map and entities for a simple RPG game.

### Library Volunteer

May 2018 – Feb 2020

*Fumo Family Branch, Free Library of Philadelphia*

Philadelphia, PA

- Educated young kids and teenagers how to play chess and basic movement strategies.
- Developed assistance and feedback on homework.
- Arranged event setup for different activities.

## CERTIFICATES

### Responsive Web Design

Aug 2023

*freeCodeCamp*

Certification

- Designed and programmed using HTML and CSS for frontend web design processes to provide a responsive user interface.
- Adapted in modern web design conventions by following mobile-first practice and variable media queries based on different viewports.