Steve Wang

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SKILLS

Expertise: Full-stack Development, Cloud Computing, Data Engineering, Machine Learning.
Languages & Tools: Python, Java, JavaScript, C, C++, C#, SQL, Bash, PostgreSQL, Redis, Docker, Git, Figma.
Frameworks & Libraries: AWS, React, Django, Flask, Spring Boot, NumPy, Pandas, Scikit-learn, TensorFlow, PyTorch.

EXPERIENCE

Software Development Engineer *Amazon, Buy with Prime*, Seattle, WA   Feb. 2025 – present

- Refactored code across multiple packages for a GraphQL API service using Python and AWS Lambda.
- Reduced codebase size by two-thirds, improving maintainability and reducing technical debt; projected to save 4-6 weeks of team development time for each new API version.

Software Development Engineer *AWS, Elastic VMware Service*, Seattle, WA   Feb. 2025 – Apr. 2025

- Led a time-sensitive integration project with the Account Termination Service (Java, AWS), delivering to GA 2 days ahead of schedule.
- Wrote and reviewed over 8,000 lines of production code, with a net increase of +5,500 LOC, including core deletion logic, data isolation flows, alarms, dashboards, and pipeline safety checks.
- Aligned design with principal engineer, implemented operational tooling, and unblocked production readiness through test automation and documentation.
- Ensured team continuity by writing a comprehensive onboarding guide and driving cross-team alignment post-handover.

Volunteer *arXiv.org*, Ithaca, NY   Sept. 2024 – Dec. 2024

- Developed a field classification system for research papers using large language models (LLM), reducing user error rate and moderator overhead.
- Built a web application for research paper submission and review automation (Python, Flask).

Software Development Engineer Internship *AWS, Outposts*, Seattle, WA   Jun. 2024 – Aug. 2024

- Designed and implemented a business data forecasting service for AWS Snow customers using Python, AWS Lambda, and Redshift, improving planning accuracy.
- Developed a machine learning model to predict lead times across various percentiles, utilizing survival analysis and lag features.
- Built and deployed pipelines for weekly model retraining and daily batch predictions, ensuring the model stayed accurate with both long-term and short-term data.
- Collaborated with internal stakeholders and a UX designer to create a Slack bot interface that improved user accessibility and aligned with customer needs.

Research Assistant *Emory Graph Mining Group*, Atlanta, GA   Sept. 2022 – Jan. 2023

- Created medical and pharmaceutical training datasets for graph machine learning models (Python, Pandas).

PROJECTS

SQL Query Engine from Scratch (CS 4321: Practicum in Database Systems). Ithaca, NY.   Sept. 2024 – present
- Independently built a static SQL query engine (originally designed for a team of four), delivering over 7,500 lines of Java code.
- Implemented advanced data processing algorithms—including dynamic heuristic optimization for query plans, external sorting, block nested loop joins, sort-merge joins, B+ tree indexing, page buffer accessing, and a custom serialization format—to enable quick and efficient data access.

TracCrop: Master's Degree Capstone Project. Ithaca, NY.   Oct. 2023 – May 2024
Tech Stack: JavaScript, Python, React, Django, SQL, Redis, Azure.
- Maintained and enhanced an agriculture business and data management platform for North American farmers, streamlining chemical usage, policy compliance, and workforce and task management within a unified system.
- Implemented specialized workflow controls and data visualization features based on customer feedback. Developed the front-end interface and corresponding RESTful web services, enhancing agricultural management efficiency.
- Developed an automated ETL pipeline to regularly update reference data from public chemical and agricultural sources, ensuring database accuracy and maintaining up-to-date information.

Multiplayer Rogue-like Game (Software Engineering Course Project). Atlanta, GA.   Sept. 2022 – Dec. 2022
- Collaborated with a team of five using Scrum to develop an online, multiplayer, rogue-like pixel game where players control a ghost that can possess enemies.
- Created procedurally generated dungeons with prefab-based rooms and corridors for unique level designs.
- Developed custom enemy behaviors, interactive logic, and animations, enhancing game difficulty and player engagement.

EDUCATION

Cornell University, Ithaca, NY. Sept. 2023 – Dec. 2024
Master of Engineering in Electrical & Computer Engineering, GPA: 3.6/4.0.
Emory University, Atlanta, GA. Sept. 2021 – May 2023
Bachelor of Science in Mathematics & Computer Science, GPA: 3.6/4.0.

AWARDS & ACHIEVEMENTS

Bronze Medal, Top 8% (69/937), Lyft Autonomous Vehicles Motion Prediction, Kaggle Competition. Nov. 2020