





Tsering Wangyal

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EDUCATION

University of California, San Diego

B.S. in Mathematics-Computer Science

La Jolla, CA

2022-2026

COURSEWORK

Relevant Courses: Data Structures & Object Oriented Design, Programming Abstractions, Computer Organization & Systems Programming, Probability & Statistics, Managing Diverse Teams

SKILLS

Languages/Frameworks/Libs: Python, Django, Flask, FastAPI, Java, Swift, SQL (PostgreSQL), C# (.NET), C, R, Go, HTML/CSS, JavaScript (React, Next.js), Vue.js

Tools: AWS, Git/GitHub, Linux, Unix, Android Studio, VS Code, Unity, Unreal Engine, Figma, Blender

EXPERIENCE

Cornerstone Community Consultants | *Lead Software Developer*

Sept 2022 – Now

- Developed visually pleasing and responsive pages by implementing designs from Figma using frameworks like tailwind and React.
- Expanded and improved customer outreach in local businesses by implementing custom designed websites and by refining their codebase and design of previous website.
- Coordinated a successful project by managing and on-boarding a team of software developers, resulting in 50% more contributions and significant improvements in workflow and collaboration.

Finxerunt | *Web Developer*


September 2021 – August 2022

- Improved site functionality and achieve significant cost savings for Finxerunt and its sister organization, ISL, by transitioning from SquareSpace to self-hosted platforms using HTML, CSS, and JavaScript.
- As part of a team, refactored codebase to reduce lines of codes by 70% by utilizing Vue.js, creating a more reader-friendly environment.


PROJECTS/AWARDS

IrvineHacks Winner- Split It! | *Django, React* |  ics.uci.edu/2024/02/14/13-teams-recognized-at-irvinehacks-2024/

- Created an app that splits bills in a more sensible way, reducing hassle for both servers and customers.
- Took part in designing UI in Figma for a more intuitive user-friendly experience.
- Utilized React frontend, Django backend, and PostgreSQL and integrated with Square API.

Sparrow | *Flask, Unity, Gemini, Pyaudio, OpenAI, C#* |  <https://github.com/twangyal/Sparrow>

- Created a game in Unity that emulate real-life scenarios, which serves to help players learn a new language.
- Create natural language behavior in NPCs by utilizing a form of multi-threaded Pyaudio, OpenAI's Whisper, Gemini, and Fetch.ai.
- Designed and developed a city environment in which players can interact with.

Paper Trader | *React, FastAPI, PostgreSQL, Sqlalchemy, Highcharts, Tailwind* |  <https://github.com/twangyal/simtrade>

- Utilized Twelve Data's websocket api to capture data and used FastAPI to broadcast data in order to create a real-time stock trading simulator.
- Employed a postgres database to store user data and queried them to convey financial data to end users.
- Researched terms, other brokerage applications, and Highcharts to deliver accurate and convenient information to users.

Unity Games | *Unity, C#, Photon* |  <https://tseringw.itch.io/>

- **Stickera:** A demo of a pokemon-style game where you can fight sticker monsters with your apple sticker monster. Employed photon framework to enable co-op gameplay and made use of coroutines for the combat system.
- **Christmas V Halloween:** Defend the tree from halloween monsters. Utilized a physics engine and raycasting create a collision detection system for this 3rd person shooter.
- **Treasure Hunt:** Find gems randomly hidden across the map. Created a detailed map, smooth animations, and music to create an immersive experience.