Wang (Vincent) Ng

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EDUCATION

University of California, Davis *Sept 2023 – Dec 2026*
BS in Computer Science, GPA: 3.7, Senior Standing

- **Coursework:** Algorithm Design and Analysis, Computer Architecture, Intro to Artificial Intelligence
- **Involvement:** Frontend and Backend Engineer (Google Development Student Club)

OBJECTIVE

Current UC Davis student exploring experiences in machine learning, deep learning, and cyber-security.

SKILLS

- **Programming Languages:** HTML, Python, Java, JavaScript, CSS, C++, Assembly
- **Developer Tools:** PyTorch, TensorFlow, NumPy, MatPlotLib, React.JS, NodeJS, Flask, Tailwind CSS, Git, Pandas
- **Topics:** Machine Learning, Computer Vision, Natural Language Processing, Artificial Intelligence

EXPERIENCE

Data Analytics & Human Resources Intern *Walnut Creek, CA*
Insperity Inc. *Aug 2022 – Dec 2023*

- **Coordinated** weekly client service reports and **generated** 25+ actionable data visuals for numerous client companies (analyzed marginal rates, employee training rates, and new hires and termination frequency).

Qualitative Research Intern *Palo Alto, CA*
Stanford John W. Gardner Center *Jan 2022 – June 2022*

- **Conducted** and **facilitated** 15+ student interviews regarding areas of improvement within the Oakland Unified School District.

PROJECTS

Aggie Housing *Dec 2024 - May 2025*
Github

- **Managed and integrated 50+ apartment listings into Supabase**, linking key data (pricing, layouts, distance from campus) to a dynamic frontend interface.
- **Integrated Google Maps API to help 300+ users visualize** future apartment locations in Davis with dynamic pins.
- **Merged and analyzed 500+ reviews from Google and Yelp**, applying **NLP-based sentiment analysis** to automatically rank top-rated apartments, increasing user trust and engagement.
  - Tools used: React, JavaScript, HTML/CSS, Flask, Python, Supabase, NLTK, Git, Vercel

Connect 4 AI Bot *Jan - Feb 2025*
Github

- **Developed** and trained an AI bot to play Connect 4 using the **Mini-Max algorithm with Alpha-Beta Pruning** for optimized decision-making.
- **Developed a heuristic evaluation function** to assess board states, enabling the AI to make strategic moves by **predicting optimal outcomes up to 6 moves ahead.**
- Model **performed in the top 5** out of 170 students.
  - Tools used: NumPy, PyGame, Mini-Max, Alpha-Beta Pruning