

Yujia Wang

Greater Chicago Area | (+1) 202-365-9392 | vivianwang969@gmail.com | [linkedin.com/in/ywang521](https://www.linkedin.com/in/ywang521) | vivianw969.github.io/my-portfolio/

EDUCATION

| | | |
|--------------------------------------|---|---------------------|
| University of Maryland, College Park | Master of Science in Information Science 3.96 GPA | Aug 2023 - May 2025 |
| Fudan University | Master of Arts in Computational Linguistics | Sep 2018 - Jun 2021 |
| Zhejiang University | Bachelor of Arts in Linguistics Outstanding Student Award | Sep 2014 - Jun 2018 |

• Relevant Coursework: Java Programming; Fundamentals of CS; Calculus

SKILLS

Languages Java · Python · C# · SQL · JavaScript · HTML · CSS · .NET
Frameworks & Libraries Spring Boot · Vue · React · Node.js · Next.js · Bootstrap
Databases MySQL · MS SQL Server · PostgreSQL · MongoDB · Redis · Firebase · Pinecone · Supabase
Cloud & DevOps AWS · GCP · Azure · Vercel · Docker · Kubernetes · Jenkins · Git · Linux · Kafka · Maven · Gradle
Others Figma · Jira · Power BI · Tableau · iOS · Agile Methodology

EXPERIENCE

| | |
|---|--|
| Software Engineer Fellow HEADSTARTER | Aug 2024 - Nov 2024 New York, NY |
| <ul style="list-style-type: none">Completed 6 AI-powered full-stack projects in a fast-paced team environment, including chatbots and recommenderBuilt responsive frontends using React, Next.js, and TypeScript, and robust backend using Node.js and PythonIntegrated Pinecone for semantic search, OpenAI API for LLM responses, and Firebase for structured data storageConfigured Clerk for user authentication, integrated Stripe for payments, and deployed via Vercel with Git-based CI/CD | |
| Software Engineer Intern VOICEOUT (Startup) | May 2024 - Aug 2024 New York, NY |
| <ul style="list-style-type: none">Designed and engineered an iOS mental health app with 15+ features using Swift, Express.js, and Agile practicesOptimized MongoDB schema for health records and availability, improving query efficiency for schedulingAdopted Redis caching to support 100+ DAU and reduced app loading time from 5.2s to 3.9sCreated 20+ high-fidelity Figma prototypes, achieving 85% 1-week user retention rate and positive usability feedbackDeployed backend with AWS EC2 (auto-scaling), Lambda (notifications), and S3 (storage), maintaining 99% uptime | |
| Software Engineering Intern FYTECH | Oct 2023 - Jan 2024 Remote |
| <ul style="list-style-type: none">Contributed to a microservices-based event management app with 8+ core features using Java, Spring Boot, and VueEngineered 25+ RESTful APIs with Spring Boot and MyBatis to support real-time search, filtering, and paginationOptimized data architecture with MySQL and Redis, reducing response time by ~15% via caching and async tasksImplemented OAuth 2.0 authentication and role-based access control (RBAC) to secure API endpointsUtilized Maven for module building, Swagger for API documentation, Postman for testing and Jenkins for CI/CD | |
| Data Analyst Intern ABBOTT | Oct 2019 - Mar 2020 Shanghai, China |
| <ul style="list-style-type: none">Performed Exploratory Data Analysis on 5,000+ customer records and translated findings into Power BI dashboardsPredicted campaign performance using Azure ML, boosting targeting accuracy by 25% | |
| Front-End Developer Intern BOSCH | May 2019 - Oct 2019 Shanghai, China |
| <ul style="list-style-type: none">Assisted in designing <i>Bosch Annual Sustainability Report</i> and internal website using HTML5, CSS3, and JavaScriptCollaborated with managers, UI/UX designers and other developers to enhance functionality and user experience | |

PROJECTS

| | |
|---|---------------------|
| GCP-Based Real-Time Data Pipeline Personal Project (~60 hours) - Github | Jan 2025 - May 2025 |
| <ul style="list-style-type: none">Built a real-time data pipeline to ingest, clean, and analyze now-playing movie data with Cloud Functions and Cloud SchedulerWrote modular Python scripts to deploy asynchronous, decoupled serverless ETL functions connected via Pub/SubFetches and transformed API data, then staged to Google Cloud Storage and loaded into BigQuery with custom schemasMonitored pipeline health with Cloud Logging and Error Reporting; added fallback and retry mechanisms for robustness | |
| RoleplayAI-Game Open-Source (~50 hours) - Github | Apr 2025 - May 2025 |
| <ul style="list-style-type: none">Designed and built a flexible Dungeons & Dragons-inspired game engine enabling role-based and stat-driven narrativesIntegrated Supabase for user authentication and real-time state sync, and OpenAI-powered narrative extensions | |