






Wilson Weng

Web Developer & Software Engineer

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Education

Cornell University, College of Engineering

Ithaca, NY, GPA: 3.7, Dean's List

B.S. Computer Science

Expected May 2025

Relevant courses

Web Development, Visual Data Analytics, Object Oriented Design, Computer Graphics, Computer Vision, Algorithms Analysis, Foundations of AI, Machine Learning, Computer Architecture, Cognition

Technical Skills

Programming Languages: HTML, CSS, Javascript, Typescript, Python (PyTorch, NumPy, Pandas), C, C++, Java

Frameworks & Tools: React, Next.js, Express, Node.js, Tailwind, Bootstrap, Google Cloud Platform, AWS, SQL, MongoDB, Docker, Zod, LangChain, D3.js, Three.js, Full Stack, Git, Framer, VS Code, OOP, Unit Testing

Projects

Unifyte

Aug 2024 - Present

- Created a platform inspired by Change.org for university students to petition for policy changes, leveraging Next.js for a full-stack web application
- Implemented robust authentication and authorization using NextAuth.js, securing user accounts and storing data with MongoDB, handling 50+ API calls per day
- Integrated OpenAI and Langchain for AI-powered tools to assist petition writers in drafting their petitions and readers in summarizing them, improving reader comprehension speed by 50%
- Developed a dynamic statistics page using D3.js, improving transparency by visualizing data trends

AI Quizzer

July 2024 - Present

- Built an educational platform allowing users to upload PDFs of learning materials, leveraging AI to generate quizzes based on the content
- Implemented authentication for user accounts using NextAuth.js, tracking completed quizzes with MongoDB, enabling users to review over 1,000 quizzes
- Integrated OpenAI and Langchain to parse any PDF and generate custom quizzes of user-defined lengths

OTunes

Jan 2023 - May 2023

- Engineered an audio player app using OCaml, comprising 2,000+ lines of code in 120+ hours, enabling users to create and manage playlists
- Enabled seamless streaming of these playlists through YouTube or by accessing local music files, adhering to the software development life cycle (SDLC) process
- Recruited OCaml's Bogue library to construct the graphical user interface of the app and utilized JSON files for song storage
- Implemented and unit-tested a genre-preference questionnaire using statistical modeling, improving playlist recommendations

Portfolio Site

April 2023 - Sep 2024

- Developed a portfolio website using Next.js, optimizing for performance and responsiveness
- Implemented 3D models with Three.js, enhancing visual engagement and user experience
- Utilized Framer Motion to create dynamic animations for website elements