WILSON WENG

Software Engineering / Web Developer Intern

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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

Visual Data Analytics for Web, Web Development Bootcamp 2024, Computer Graphics, Algorithms Analysis, Foundations of Artificial Intelligence, Introduction to Machine Learning, Computer Architecture

TECHNICAL SKILLS

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

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

PROJECTS

Unifyte Aug 2024 - Present

- Created a platform inspired by Change.org for university students to petition their universities for policy changes, built using the Next.js framework with a fully functional front end and back end
- Implemented authentication and authorization to secure user accounts and data, using MongoDB for data storage and API calls for backend operations
- Integrated OpenAI and Langchain for AI-powered tools to assist petition writers in drafting their petitions and readers in summarizing them
- Developed a page displaying visual statistics of the platform using the D3 module, enhancing data transparency and engagement

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, with completed quizzes tracked and stored in a MongoDB database for review
- Integrated OpenAI and Langchain to analyze the PDF content and create custom quizzes of user-defined lengths
- Designed using the Next.js framework, focusing on a user-friendly experience for learners to enhance their knowledge through AI-powered quizzes

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 questionnaire feature, anticipating user-preferred song genres and titles