William Wang

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Education

Cornell University June 2020 - May 2024
Bachelor in Computer Science and Physics Dean's List

- Honors Data Struct. and OOP
- Systems Programming
- Computer Architecture
- Functional Programming
- C++ Programming
- Discrete Structures
- Multivariable Calculus
- Differential Equations
- Linear Algebra

Skills

Languages: Python, Java, FORTRAN, OCaml, C, C++, Assembly (RISC-V), Javascript, HTML, CSS, Swift
Tools: Git, GitHub, MATLAB, Linux/Unix, Firebase, LaTeX, Microsoft Office, Inkscape

Experience

Laboratory for Laser Energetics Jun 2019 - present
Research Assistant, Software Engineer Intern Rochester, NY

- Conducted research in inertial confinement fusion and developed a 3D view-factor code in FORTRAN to simulate laser-driven capsule implosions in various hohlraum designs.
- Multi-threaded code using OpenMP to improve performance as much as 600%.
- Developed a novel hohlraum geometry that achieves higher levels of uniformity than current designs (less than 1% rms nonuniformity).
- Published a first author paper to *The Physics of Plasmas*. Presenter at the 62nd Annual Meetings of the APS Division of Plasma Physics (Session GO09).

Itai Cohen Laboratory (Cornell University) Feb 2021 - present
Undergraduate Researcher Ithaca, NY

- Developed both 2D and 3D computational models in Python to study the mechanical properties of articular cartilage and the behavior of several lattice structures.
- Implemented optimization algorithms (conjugate gradient) to find the minimal energy state of networks (optimizing up to 10,000 parameters).

Cornell University CIS Course Staff Aug 2021 - present
Consultant/Teaching-Assistant Ithaca, NY

- CS 2112: Honors Object Oriented Programming and Data Structures
- Facilitate lab session, hold weekly office hours, design and grade assignments.

Projects

Steer Calendar | Swift, Firebase, SQLite
Launched an iOS app that fetches calendar information from user-saved teacher webpages, parses the iCalendar data, and displays the course content on students' devices.

Clarkanoid | OCaml, SDL
Led a team of three to create an RPG game with a custom Entity-Component-System, physics engine, enemy ai, six terrains, hundreds of hand-drawn pixel art sprites, and custom soundtracks.

Snake Gamebot | Python, Tensorflow
Wrote and trained (supervised learning) neural networks to play "Snake" using data collected and analyzed from previous player attempts, achieving performance similar to or better than.

Critter World | Java, JavaFX
Created a graphical simulation consisting of multiple critters, each storing a unique program written in a custom context-free grammar, "critter-lang." Developed a grammar parser and interpreter for critter-lang.