Erin Wang

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Available from January – August 2019

EDUCATION

Northeastern University, Boston, MA

September 2017 – Present

College of Computer and Information Science

Candidate for a Bachelor of Science in Computer Science & Design

Expected May 2021

GPA: 3.7/4.0, Dean's List

Relevant Coursework: Algorithms & Design · Object Oriented Design · Interaction Design · Experience Design ·

Fundamentals of Computer Science I & II · Design Process Context & Systems

Toronto & Sheffield Hallam University, Toronto, Canada & Sheffield, England

May 2018 – June 2018

Participant of Dialogue of Civilizations: Alternative Realities (Immersive Storytelling)

· Interviewed Virtual Reality (VR) makers about VR design and the thought process of overall VR experiences

· Created Virtual and Augmented Reality experiences for the HTC Vive and mobile phones

Farmington High School, Farmington, CT

June 2017

GPA: 93/100, First Honors

Relevant Coursework: Advanced Placement (AP) Calculus, Statistics · Game Design · Web Design · Multimedia Design

SKILLS

Computer Languages: Java · JavaScript · HTML · CSS · Racket

Operating Systems: MacOS

Software: Eclipse, Sublime Text, IntelliJ

Frameworks: Bootstrap, p5.js

Design Tools: Adobe Photoshop · Adobe Illustrator · Adobe InDesign · Adobe Premiere · Adobe XD · Sketch

EXPERIENCE

Northeastern University Association of Gaming Enthusiasts, Boston, MA

January 2018 - Present

Secretary

- · Manage events every Friday and Saturday night for over 40 consistent members
- · Pitch budgets for special events such as escape rooms and theme nights
- · Engaged over 100 newcomers on Welcome Days through teaching dozens of games
- · Document meeting minutes for weekly executive board meetings

Northeastern Residential and Housing Services, Boston, MA

 $September\ 2017-May\ 2018$

Digital Marketing Intern

- Drafted 12 advertisements about special events for display on social media and on campus
- · Redesigned informational flyers about on-campus housing and moving for prospective students

PROJECTS

Light Em' All! (Java Game)

May 2018

- Rotate pieces in a way that connects them all together, then move a power source so all pieces are lit up
- · Uses Kruskal's Algorithm and Heapsort to figure out the placement for the randomized pieces

Portfolio Website (HTML, CSS, & Bootstrap)

September 2018

- · Displays portfolio of both coded assignments and traditional forms of art and media
- Designed to be responsive and interactive on desktop and mobile

INTERESTS

Board games · Playing piano · Stationary