BOHAN WANG

✉ bohan.wang@mail.mcgill.ca   🌐 bo-han.wang   ⬤ github.com/wbohanw

Education

McGill University (Ranked #27 Globally, #1 Nationally)	**Aug 2021 – Apr 2026(est)**
Bachelor of Engineering: Computer Engineering (major), Artificial Intelligence (minor)	*Montreal, QC*

Experience

Growth/Product Engineering Intern - *AWS, BotPress ADK, TypeScript* **Jan 2026 – Present**
BotPress Inc *Montreal*
- Developed a WeChat integration using the Botpress SDK and WeChat API, enabling users to build AI agents with a WeChat channel.
- Implemented Segment channel tracking and Mixpanel dashboards for data science analysis on the Botpress backend; designed 37+ data science models, improving model latency and overall user experience.
- Developed demo agents using the Agent Development Kit (ADK), enhancing accessibility compliance and perform product engineering workflows to accelerate solution team deployments.

Frontend Developer - *React, Tailwind, JavaScript, TypeScript* **May 2024 – Aug 2024**
Shipd (Independent Contractor) *Remote*
- Engineered and restored complex UI components with advanced animations using React and TypeScript, delivering pixel-perfect results where AI generation tools failed.
- Ensured exceptional code quality through 1000+ code reviews and by resolving 100+ user feedback issues, culminating in a 0% client return rate across over 3000 completed tasks.

Software Development Intern (CV) - *Python, OpenCV, Matplotlib, YOLO* **Apr 2023 – Aug 2023**
Northking Information *Onsite - Beijing, China*
- Engineered an advanced YOLO model architecture by designing custom external layers and a novel weight parsing structure to improve model optimization and data utilization.
- Optimized the computer vision pipeline through rigorous hyperparameter tuning, achieving a 4% increase in overall license plate recognition precision and a 2.5% improvement in color-differentiation accuracy.

Projects

Museum Treasure Hunt | *React, Python, DeepSeek API, YOLO11* **May 2025 – Sep 2025**
- Developed AI-powered interactive museum game using DeepSeek API and YOLO11 computer vision for real-time artifact recognition and historical character dialogue, boosting youth engagement through gamified learning experiences

Painty Dance AI | *React, TypeScript, Node.js, DeepSeek v3, Meta Animation Model* **Apr 2025 – Jun 2025**
- Built AI playground for 2025 AI Challenge Cup that transforms user drawings into animated characters with personality-driven conversations using Meta's animation model and DeepSeek v3 API

Menu Lens | *React, Python, OpenCV, OpenAI API* **Jan 2025**
- Built AI-powered menu digitization system using OpenCV OCR and OpenAI API for real-time translation, dietary filtering, and personalized recommendations via intelligent chatbot interface

Technical Skills

Languages: Python, Java, C, HTML/CSS, Javascript, Typescript, SQL, Git
Technologies/Frameworks: Flask, React, OpenCV, Transformer, Tokenizer, Pandas, Numpy, Linux, AWS, Conda

Publications

MILO: An LLM Multi-Stage Conversational Agent for Fostering Teenagers' Mental Resilience	*UIST 2025*
Sensitively humidity-driven actuator and sensor derived from natural skin system	*Sensors and Actuators B*

Honors and Awards

1st Place - McGill University Engineering Competition (Programming)	*November 2025*
1st Place - Databricks AI Agent Hackathon - Montreal	*October 2025*
3rd Place - Peking University Innovations Competition - North China region	*September 2025*
1st Place - Quebec Engineering Competition (Programming)	*January 2025*
1st Place - McGill University Engineering Competition (Programming)	*October 2024*
Best Game Dev - McGill University McHacks Hackathon	*February 2024*
2nd Place - McGill University CodeJam Hackathon (123LoadBoard Challenge)	*November 2023*

Leadership Experience

Vice President - McGill Competitive Programming **Sep 2025 – Present**
Organized training sessions, competitions, and workshops to improve algorithmic problem-solving skills. *Montreal*

Vice President - McGill Engineering Competition **Sep 2024 – Apr 2025**
Coordinated engineering competitions and managed cross-team logistics and judging processes. *Montreal*

Team Leader - McGill ROBOHACK Team **Jan 2022 – Aug 2023**
Led a multidisciplinary team in designing, building, and programming competitive robotics systems. *Montreal*