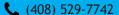
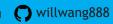
William Wang



🁚 3131 McClintock Avenue, Los Angeles, CA 📞 (408) 529-7742 🔀 wang975@usc.edu 🎧 willwang888 🥞 willwang.me









Education

University of Southern California, Viterbi School of **Engineering**

B.S. Computer Eng. and Computer Science, 2019 Minor in Entrepreneurship, GPA: 3.48/4.0

Leland High School - 2015

Varsity Swimming/Captain, President's Award Recipient GPA: 3.91/4.0

Awards

USC Trustee Scholar 06/15 Full Tuition Scholarship Recipient

Top 1% of all incoming Freshmen

06/15 Viterbi Undergraduate Fellow

Merit Research Stipend

Given stipend of \$2500 per year to perform research Top 40 of all incoming Viterbi Engineers

USC W.V.T. Rusch Engineering Honors 06/15 Program Member

Awarded to students in top 10% of their incoming class.

AP Scholar with Distinction 06/15

Granted to students who receive an average score of at least 3.5 on all AP exams taken, and scores of 3 or higher on five or more of these exams.

Deans List Scholar 01/16

Recognizes outstanding students who have acheived a GPA of 3.5 or higher

National Merit Scholar - CollegeBoard 06/15

Awarded by the National Merit Scholarship Corporation to 8,000 exceptional high school students out of over 1.5 million applicants nationwide

Skills

Assembly(MIPS)

Programming	Operating	Tools
Languages	Systems	Github
Java	MacOS	JIRA
SQL	Linux	Jenkins
C++/C	iOS	Eclipse IDE
Python	Windows	Sublime Text
Swift	Ubuntu	Xcode
Javascript	CentOS	Bash
HTML5/CSS3	VxWorks	VHDL
Verilog		
PHP		

Experience

GE Digital - Software Engineering Intern

06/17 - Current

- Working with the Operations Performance Management team to develop asset management tools for customers.
- Developing with Java, Spring Boot, JUnit, Docker, and Big Data Analytics tools such as Apache Spark, Hadoop, and Zepplin.
- Completed critical features for release within the first 3 weeks of joining and became Scrummaster of 12 person team for Q3 timeline.
- Received high commendation from manager as his best intern.

NASA JPL - Software Engineering Intern

05/16 - 08/16

- Developed radar algorithms in C/C++/Python for a low-orbit, earth centric satellite.
- Took on another engineer's part when I successfully developed and implemented Chebyshev's best fit algorithms.
- Algorithms will be used during launch in 2020, and my work allowed the team to finish 3 weeks before deadline.

GYLT, Co. - Core Team Member

12/15 - 05/16

- Core team member of a software startup that is developing a crowd driven productivity platform, Docket. Seed funding of \$100,000.
- Developed in PHP and SQL, as well as extensive marketing and outreach.

Give Them A Hand - Co-Founder & Project Manager

10/14 - 10/16

- Co-Founded a 501c(3) organization that designs, builds and donates 3D printed prosthetic hands to lower-income children.
- Designed and prototyped prosthesesm, and donated prosthetic hands to 6 children within the ages of 3 - 8 within 2015.

Projects (Please reach out for more!)

Hitchhikers (IP)

01/17 - Current

Technologies used: Swift, Java, Web Sockets, AWS, Threading

• Created a college ride sharing platform for users to monetize their car seats over long trips. Launching at USC in August 2017.

Betme (IP) 11/16 - Current

Technologies used: Swift, Objective-C, Google Firebase

 Creating a Venmo-like social betting application that will allow users to casually bet their friends on tasks.

Involvement

TechLA Fellowship Program

09/15 - Current

Co-Founder and Director

- Co-founded a technology fellowship program bringing together 8 under graduate students, 6 startups, and 3 venture capital firms in Los Angeles.
- Coordinating a series of summer events featuring technology companies, venture capitalists, and incubators in the greater LA community...
- Organized and managed a team of 9 to ideate, plan, and execute.

HackSC - USC's Largest Hackathon

09/17 - Current

Sponsorship Team

• Sponsorship outreach for HackSC, with over 800+ attendees each year.

LavaLab - USC's Product Incubator

08/16 - Current

Fall 2016 Cohort, Developer

- Created Weekndr, a trip-finding web application with a team of 4
- Pitched product in front of 300 attendees and 4 judges