REN-JAY WANG • U.S. Citizen

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SUMMARY:
Hard worker and quick learner. Looking to progress my career in software engineering

EDUCATION

University of Illinois, Urbana-Champaign, IL (UIUC)

M.S. in Computer Science   Aug 2016 – May 2017
Human Computer Interaction, GPA: 3.73/4.0,

BS in Computer Science   Aug 2013 – May 2016
GPA: 3.86/4.0

Distinctions: Dean's List, James Scholar, Raytheon Scholarship Recipient
Electives Taken: Web Programming, UI Design, Databases, Algorithms, Distributed
Systems, Computer Security (I, Adv., Physical), Compilers, Computer Graphics

EXPERIENCE

Software Engineer   Sept 2018 – Present
Wayfair | Boston, MA | Render Platform

- Wrote Python script with corresponding SQL tables to regularly check for and update failed render jobs, reducing potential wasted company time by over 95%.
- Parallelized the AR Image Conversion pipeline by integrating our queue manager into the rendering process, allowing the pipeline to scale horizontally

Software Engineer II   July 2017 – Sept 2018
Raytheon Company | Marlborough, MA | Intelligence, Information and Services Dept.

- Implemented new data structures, allowing application to handle 10 times more aircraft
- Analyzed and debugged user reported issues, e.g. aircraft ascension bugs and faulty display using C and Unix, working with an Scrum/Agile team.

Application Developer Intern   May 2016 – Aug 2016
Allstate Insurance Company | Northbrook, IL | Claims Technology Group

- Modernized web application used by thousands of Allstate agents, improving efficiency and user-friendliness. Increased production speed by at least one story/sprint.
- Used C#/.NET under Agile development principles to create webpages and populate them with backend data, input forms and validation logic.
- Fixed defects and exhaustively tested pages
- Wrote unit test cases for each story, increasing code coverage above 90%

Programming Studio Teaching Assistant   Aug 2016 – May 2017
University of Illinois | Champaign, IL | College of Engineering

- Served as personal mentor and discussion facilitator for 2 weekly discussion sections. Noticeably improved student code quality and problem solving skill
- Led a team of 20 moderators; designed and implemented new system to improve moderator grading consistency and timeliness

PROJECTS

Solar Command   Fall 2015 – Spring 2016
- Used C# and Unity to transform client's initially unplayable card based space game into a fully playable version that was publically demoed in March
- Discovered and removed gameplay bugs; implemented ship animation

SKILLS

Computer Skills: Python, PHP, Java, C++, Javascript, HTML, CSS, C# (.NET), C, SQL
Language Skills: Fluent in English, Mandarin; Classroom level Korean, Spanish