

Win San

wsan3@wisc.edu | 262-399-1483 | wsan3.github.io

Education

University of Wisconsin, Madison

Sept 2019 – May 2023

- B.S. Computer Engineering, GPA 3.47 / 4.00
- Secondary Major: Computer Science

Relevant Courses: Data Structures and Algorithms, Database Management and Design, Intro to AI, Machine Organization, Operating Systems, Digital System Design and Synthesis

Employment

Undergraduate Learning Center

Nov 2021 – Present

Web Developer and Tutor

Madison, WI

- Help to maintain and improve the ULC's Tutoring-By-Request website using React, PHP, and MySQL.
- Led the migration to a new object relational mapping library.
- Tutor students in beginner level CE and CS classes.

Target Corporation

Jun 2022 – Present

Software Engineering Intern

Minneapolis, MN

- Interned with Target's Manhattan Fulfillment and Item Certification team.
- Modernized an integration application to use Spring-Kafka and Spring-ActiveMQ instead of Apache Camel.
- Replaced outdated authentication dependency from an item certification application with recommended substitute.
- Built a full-stack application that enables fulfillment center tech ops to clear print queues.

Madison Gas and Electric

Dec 2020 – Jan 2022

Distribution Asset Management Intern

Madison, WI

- Helped manage computer models of Dane county's electric and gas grids by utilizing GIS software.
- Wrote a Python script that identified gas valve shutdown zones with 100+ customers by utilizing the ArcGIS REST API.
- Created a Python script that identified discrepancies in generator data between two data sources.
- Built a Power App for the Electric Construction Operations group to manage on call sign ups. App replaced paper process.

Wisconsin Human-Computer Interaction Lab

Apr 2020 – May 2021

Research Assistant

Madison, WI

- Utilized the Misty Robotics' API to help program a robotic reading assistant.
- Developed a face detection program using OpenCV and ROS.
- Created a Python script that routinely uploaded audio and video files to Box for when robot was in a remote location. Created an application hosted on Heroku to manage tokens used by script.

Skills

- **Tools:** Git, Linux, Docker, Gradle, Jira
- **Databases:** MSSQL Server, MySQL, MongoDB, Firebase
- **Languages:** Python, Java, Groovy, JavaScript, C, C++, PHP, Verilog
- **Frameworks and Libraries:** React, React Native, Express.js, Spring Boot, Spock, ROS

Projects

Mobile App Development

- Co-creator of SchMoney, an ecommerce app designed for college students.
- Built a REST API that interfaces with MongoDB Atlas using Mongoose and Express.js.
- Made a front-end application using React Native and Expo.

Hackathons

- CheeseHacks 2021 (2nd of 14 teams) — Built Lokal, a web app that matches labor demand with supply within communities.
- UPL Hackathon 2022 (1st of 8 teams) — Built BadgerLF, an online lost and found web app for college students.