

Shasha Wang

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Available: May 2022 – Dec 2023 | GitHub:<https://github.com/wss8013>

EDUCATION

Northeastern University – Silicon Valley Campus, San Jose, CA

Sep 2021 – Present

Expected Graduation: December 2023

Master of Science in Computer Science

Relevant Coursework: Computer Systems, Algorithms, Object-Oriented Design, Discrete Structures

Macquarie University, Sydney, Australia

Feb 2012 – May 2014

Masters of Professional Accounting

Relevant Coursework: Principles of Accounting, Quantitative Method, Accounting Information System, Economy Analysis, Corporate Accounting

Courses

- Intensive Foundations of CS
- Discrete Structures
- Object-Oriented Design
- Data Structure Algorithm and Their Applications within Computer System
- Beginning Programming Methodologies in C++
- Web Development
- Mobile Application Development

TECHNICAL KNOWLEDGE

Languages: Python, Java, C, C++, Bash, Javascript

Tools & Frameworks: Git, Swing, Android, Node.js

PROJECTS

Java GUI Artillery game

Team Project

- Design and implement an artillery game using Java. The game has basic functionalities like shooting a bullet, determining the target has been hit.
- Used Java swing library as the UI layer.
- Used Object Oriented Design(OOD) for all game objects.
- Used Java awt library for all image related operations.
- Made a command line version of the game as well.

Cinema E-Booking Website

Team project

- Developed a website that serves as a cinema online booking system in a team of 4
- Used spring boot as the web framework
- Used SQL for the data storage.
- Used HTML Javascript and css as the frontend of the website.

Pet Social Media Mobile App

Team project

- Developed an Android Mobile Application for pet social media
- App supports Android Oreo and later version
- Used different activities to handle each module in the app such as swipe to find matches and messaging to the match.
- Used different layout to fit different modules in the App e.g. linear layout and grid layout
- Used Async process to handle parallel processing in the app