

Xuezheng “X” Wang

A passionate and skilled learner. Wishing to find success in the field of computer graphics—where technology meets liberal arts—while building products that benefit people’s lives.

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San Diego, California

SKILLS

- C, C++
- Python, Java, MATLAB
- Physically Based Rendering
- Apple Metal, NVIDIA OptiX
- React.js, HTML, CSS, JavaScript
- Swift, UIKit

EDUCATION

University of California, San Diego

- Anticipated June 2022
- **Major in Computer Science B.S.**
- Major **GPA 4.0**, Overall **GPA 3.92**

PROJECTS

Path-tracer using Metal Computer Graphics

Summer 2020

- Built an offline GPU path-tracer using Apple’s new raytracing API on macOS Big Sur using **C++**, **MSL**, and **Swift**.
- Implemented advance Monte Carlo sampling techniques including Importance Sampling and Russian roulette.
- Link: <https://github.com/xzz-wang/MetalRaytracer>

Gary Planner: An Interactive Academic Planner React.js

2020 Sept. - Dec.

- Built a complete application using **React** and Next.js in a team of 11 people.
- As the chief front-end engineer and designer, I defined the technologies used and the structure of the application.
- Link: <https://github.com/xzz-wang/GaryPlanner>

iOS Game: Streamline iOS Game

Summer 2019

- Implemented a web game on iOS platform using **UIKit**.

EMPLOYMENT

Video Producer HALICIOĞLU Data Science Institute

Apr. 2019 - Now

- Produced short videos and animations for Data Science Institute.
- Designed video brand, received acknowledgement from university-level administrators.

LEADERSHIP

VP Media Chinese Engineering Society

Apr. 2019 - Jun. 2020

- Led a team of 10 people, providing useful information to thousands of engineers.
- Became the youngest ever VP in the history of the organization.

AWARDS

Champion of Beginner's Programming Competition June 2019

- Teamed up with a friend, solved 15 programming tasks under 2.5 h on Hackerrank.
- Won 1st place in the 100-teams competition.