**Zefeng (Daniel) Wang**

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**EDUCATION**

**Northeastern University**, Boston, MA May 2022

*Candidate for a Bachelor of Science in Computer Science and Business Administration*

**Major GPA:** 4.0

**Relevant Coursework:** Fundamentals of Computer Science I & II, Discrete Structures, Financial Accounting & Reporting, Linear Algebra, (*In Progress*) Object Oriented Design, Probability & Statistics

**Honors and Awards:** International Scholar, Best Rookie Award (Hack Beanpot)

**WWP HS South,** Princeton Junction, NJ June 2018

*Alumnus*

**GPA:** 3.9 (Unweighted) / 4.6 (Weighted)

**Honors and Awards:** AP Scholar with Distinction, National Honors Scholar, Mathematics Honors Scholar

**SKILLS**

* Familiar with Java
* Basic knowledge of HTML/CSS/JavaScript, Python & Racket ISL

**EXPERIENCE**

**InterGest Worldwide,** Shanghai, China June – August 2017

*Business Analyst Intern*

* Evaluated prospective companies looking to enter China’s economy
* Attended meetings with interested companies to assess fit
* Chose one company ready to expand into the Chinese market based on meetings and provided data

**Princeton Christian Church,** Princeton, NJ August 2012 – Present

*Summer Camp Counselor*

* Inspired children, aged 6-12 to learn more about science as the leader of the science station
* Communicated with and encouraged approximately 100 campers as emcee for general assembly
* Guided and supported group of ten children through daily activities

**PROJECTS**

**CrimePot** (Hack Beanpot) February 2019

* Implemented Google Maps API with HTML/CSS/JS to place markers representing crimes on a map of Boston based on values inputted by the user.
* Used RESTful API to get HTTP request using the Flask microframework to retrieve data from the Boston government Crime Incidents Reports through CKAN API.
* Filtered through the JSON data based on user parameters and then converted to GeoJSON in Python through Flask.

**Light’em All** (Course Project) April 2019

* Created a game in Java using Northeastern’s Image Library that allows the user to rotate & connect pieces of a grid and move an object using the mouse and arrow keys.
* Implemented Kruskal’s algorithm to create a Minimum Spanning Tree that is randomized and a breadth first search algorithm to calculate the radius of the tree at any state of the game.

**Music Player** (Course Project) September – November 2018

* Used Racket Intermediate Student Language to design a program that allows the user to select and play songs from a provided song library
* Records user feedback and the number of plays for each song in a file; keeps track of this information in a text file