**Zefeng (Daniel) Wang**

(609) 454 1717 | wang.zef@northeastern.edu

Website: zefeng-wang.surge.sh

**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, 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**

**HackBeanpot Inc,** Boston, MA May 2019 – Present

*Core Team - Sponsorship*

* Member of a non-profit organization that utilizes an Agile environment to run an annual hackathon for Boston students
* Analyze the results of previous events and other hackathons to develop an effective strategy for future iterations
* Create a detailed sponsorship packet and reach out to Boston companies for financial backing

**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

**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.

**ExCELlence – The Easy Animator** (Course Project) June 2019

* Created a program that allows a user to input instructions and see an animation either in textual form, as an SVG. File, or as a visual representation using Java’s Swing library.
* Organized the project using the MVC structure to ensure loose coupling and focus on object oriented principles.

**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.