Zhiqiang Wang

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EDUCATION

M.S, Data Science And Engineering, The City College of New York B.S, Mathematical Science, Binghamton University, New York

June 2021 Spring 2019

SKILLS

- React Native/Android/Java/Kotlin/JavaScript/HTML/CSS/Python/MySQL/MongoDB
- Data Visualization/Machine Learning/Big Data Analytics

WORK EXPERIENCE

Spotlist Inc.

Software Engineer Intern

Jan 2022 - Present

- Collaborated in a team to create a cosmetic on-demand app with React Native
- Communicated between the server and AWS database using Django
- Deployed to Google Play and Apple App Store

Trainer! App LTD

Software Developer Intern

Jan 2022 - Present

July 2021 - Sep 2021

- Assisted a small group of developers in the creation of an android mobile app
- Communicated between the server and MongoDB using Nodejs
- Developed geolocation aspect of the app utilizing Google Maps API

CUNY Building Performance Lab

Data Analyst Intern

- Identified changes in energy consumption by formatting statistical models to perform seasonal decomposition from residuals, trend, and seasonal components
- Utilized change-point algorithms(Python Ruptures, Prophet, and Bayesian changepoint) to determine if change-points from a time-series dataset were significant statistically

The City College of New York

Professor's Aide Aug 2020 - June 2021

- Collaborated with a professor and tested over 10 high-quality Android mini apps that included game functionality, animations, social networks, and server-side integrations.
- Utilized native components flexibly to build good user interfaces.
- Encapsulated public libraries to enhance reusability.
- Ensured SQL database structures to properly integrate with RESTful APIs and Web Data

PROJECTS

Lunar Lander

- Built a rocket dodging game in android that animated canvas and bitmap objects by performing 2D drawing onto the screen
- Implemented finger-actions on the screen to adjust the velocity and avoid incoming comet
- Updated and recorded score points and the velocity of the rocket simultaneously

Kitten Fight

- Performed in a three-student team to create a Python game with fighting features
- Implemented the game with a Pygame library and extracted images from a sprite sheet to improve game performance