Zhiqiang Wang

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EDUCATION

M.S, Data Science And Engineering, The City College of New York   06/2021
B.S, Mathematical Science, Binghamton University, New York   05/2019

SKILLS

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

WORK EXPERIENCE

Spotlist Inc.
Full Stack Intern   01/2022 - Present
- Collaborated with a group of developers to create a cosmetic on-demand app with React Native
- Managed state within the app using Redux
- Developed with Django to optimize existing API calls to create efficiencies by deprecating unneeded API calls

Trainer! App LTD
Software Developer Intern   06/2021 - 01/2022
- Assisted a small group of developers in the creation of a trainer app
- Programmed with backend engineers using PostgreSQL and Django
- Implemented geolocation aspect of the app utilizing Google Maps API

CUNY Building Performance Lab
Data Analyst Intern   07/2021 - 09/2021
- Identified changes in energy consumption by formatting statistical models to perform seasonal decomposition from residuals, trend, and seasonal components
- Designed change-point algorithms(Python Ruptures, Prophet, and Bayesian changepoint) to analyze if change-points were significant statistically

The City College of New York
Software Project Assistant   08/2020 - 06/2021
- 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