

Shan Wang

325W Adams Blvd Unit 5103, Los Angeles, CA, 90007 ♦ shanw@usc.edu ♦ (213) 448-7452

OBJECTIVE

- I am currently seeking an **internship** position in **Software Development** starting at **May 2017**.

EDUCATION

- **University of Southern California (Excepted 05/2018)**, M.S. in Computer Science **08/2016- Present**
- **Tianjin University of Science & Technology, China**, B.S. in Computer Science, **GPA:3.8/4** **09/2011-06/2015**

WORK EXPERIENCE

- Full-time Software Programmer

Lv Xiao Science and Technology of Xiamen Co., Ltd **08/2015-06/2016**

Worked to complete a mobile phone software—ERA, using Objective-C on iOS

- Constructed GeoHash algorithm on iOS platform to simulate users' requirements publishing and receiving function.
- Designed an algorithm to generate users' reputation score system and saved 30% space of storage.
- Executed money transfer function and its safety verification. Designed UI and animation.

- Internship

Industrial and Commercial Bank of Zhuzhou Co., Ltd **03/2015-05/2015**

Designed and coded an employee online learning system, using VB language and MySQL

- Created employee's registration and login module, enabled administrator to upload employee training video.
- Implemented online communication, downloading material, etc.
- Analyzed and designed database, created relational tables, integrated all modules as a whole.

- **Teaching Assistant of Practice of Access (Japanese Computer Science Course)** **09/2014-01/2014**

TECHNICAL SKILLS

- **Programming/Scripting Languages:** Java, C/C++, Objective-C, VB, C#, HTML, CSS, JavaScript, PHP, MySQL
- **Frameworks and tool:** Unity 2D/3D, Spring, Hibernate, Git, Subversion

PROJECTS

- **Gravity Racer (Game, System Design, C#, Unity 3D)** **12/2016- Present**

- Designed and performed a procedural racing track generation algorithm by dynamically modifying vertex buffer of a list of meshes in Unity 3D. The algorithm also generates coins, traps, various decorations, etc.
- Designed racer's function such as adding accelerate force, turning left/right and jumping obstacles, etc.

- **Photo Processing APP (Objective-C, iOS MVC)** **03/2015-06/2015**

- Made use of users' camera and photo library, and linked the third party APIs to share processed photos.
- Designed an algorithm to render photos, rotate photos, blur photos and filter photos.
- Designed the whole APP's UI, figure gesture and related events logic.

- **Web Design (HTML, CSS, JavaScript, PHP, SQL)** **08/2014-01/2015**

- Implemented a restaurant's homepage and reservation site. Customers can also leave comments, look through today's special food and communicate online with employees.
- Used MySQL for persistent data storage and deployed website on AWS cloud-based web application platform with Apache web server.

- **Remote Control Car (C, Keil, XB-1A-51)** **04/2014-06/2014**

- Operated microcontroller's I/O to change low/high level of L293D chip. Implemented basic movement of car, remote control, leading car to follow designed black line and avoiding obstacle function, etc.