

Simon Wang

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Research Interests: AR/VR, Artificial Intelligence, Human-Computer Interaction

Education

University of Maryland	College Park, MD
M.S., Computer Science	<i>Expected December 2024</i>
B.S., Computer Science (GPA: 3.52)	<i>December 2023</i>
University Honors	<i>2019-2023</i>
Presidential Scholarship	<i>2019-2023</i>

Skills

Programming: Java, JavaScript, Python, PyTorch, C, C++, C#, JavaScript, HTML, D3.js, SQL, Apache Spark

Software: Unity, GitHub, VSCode, MS Office, Google Suite, MATLAB, SAS

Languages: English (native), Mandarin Chinese (fluent speaking, intermediate reading/writing)

Experience

University of Maryland	College Park, MD
<i>Research Assistant</i>	<i>Jun. 2023 – Dec. 2023</i>

- Coded software tool to annotate data visualization SVGs
- Used JavaScript, HTML, and Python to develop front-end and back-end of a web page

University of Maryland	College Park, MD
<i>Student Initiated Course Co-Facilitator</i>	<i>Jan. – May 2023</i>

- Co-taught course on creating custom shaders in Three.js (CMSC398K)
- Prepared course materials and lectured about linear algebra needed for computer graphics
- Graded and gave feedback on homework and coding assignments

Amazon	Seattle, WA
<i>Software Dev. Engineer Intern, Amazon's Choice</i>	<i>May – Aug. 2022</i>

- Developed quality assurance tools to improve Amazon's Choice recommendation system
- Used Java, Apache Spark, and AWS to push and test code on Amazon databases
- Worked in team with 20+ software engineers in collaborative environment with daily meetings
- Presented solution ideas and final product to Amazon's Choice team and received feedback

University of Maryland	College Park, MD
<i>Undergraduate Teaching Fellow</i>	<i>Jan. – May 2021</i>

- Facilitated electrical and computer engineering lab course (ENEE101)
- Designed, taught and graded core electrical and computer engineering topics/labs
- Mentored students through issues in class time and during office hours

Relevant Coursework

AI, Deep Learning, Embodied Media, XR, Computer Graphics, Game Programming, Data Visualization, Algorithms, Data Structures, Applied Probability/Statistics, Linear Algebra, Calculus 3, Discrete Signal Analysis