

# MANJUN WANG

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## SUMMARY

Master degree candidate with strong programming, analytical and designing skills. A wide range of project experience on web development, machine learning, and mobile development. Strong computer science and programming skills in Java, Python, SQL, HTML/CSS and JavaScript.

## SKILL

**Programming Languages:** Java, JavaScript, Python, SQL, C, HTML/CSS

**Tools:** MySQL, PostgreSQL, MongoDB, Redis, Elasticsearch, Hadoop, Linux Commands, Vim, IntelliJ, Git, Maven, Jmeter, AWS(EC2, S3, CloudWatch, SQS, Lambda, etc.)

**Frameworks:** Spring, Node.js, React/Redux, Firebase, Android SDK

**Soft Skills:** Communication, Teamwork, Problem-solving, Multitasking, Attention to details

## EDUCATION

### Columbia University | New York, U.S.

Master of Design And Development of Digital Games | GPA: 4.0 | Expected in Jun 2021

Core courses: Object-Oriented Theory and Programming, Web Development, Unity, mobile learning

### University of Pennsylvania | Philadelphia, U.S.

Master of Computer And Information Technology | GPA: 4.0 | Enrolled in Aug 2020

Core courses: Software Development, Computer Systems, Data Structure & Software Design, Mathematical Foundations of Computer Science, Algorithms & Computation

### Coursera

Online Certificates

Introduction to Algorithms, Data Structures, Machine Learning, Distributed Systems, Web Development, Mobile Development, Computer Systems, Introduction to Databases

## INTERNSHIP

### Digital Learning and Web Developer

Teachers College, Columbia University | New York | Jan 2020-Current

- Designing course site layout and editing using HTML, CSS, JavaScript, and Canvas LMS.
- Developing the 'ODL knowledge base' website using Java Spring Boot + ReactJS + Elasticsearch for storage and full-text searching.
- Collaborating with professors and colleagues to accomplish the collect and manage course materials and Applying cross functional communication and project management skills to work with multiple projects simultaneously.
- Researching, identifying, and evaluating educational technologies appropriate for achieving specific instructional objectives.

### Software Development Intern

Dream X, Inc | New York | Jan 2018-Aug 2018

- Created an automated cron job using python for fetching purchased vendor data from HTTPS or SFTP source and converted it to internal data storage format in PostgreSQL. The whole module contains download, conversion, sync to DB, and metrics-monitor sub-modules. The system is able to process 2GB of data in 30 minutes with a full analysis of results from the monitor section.
- Created multiple Jupiter Notebooks for sharing-bike data analysis for clients, the project contained statistical analysis using Python NumPy and pandas library, data visualization using matplotlib, and final result analysis for optimal bike dropping point to maximum profits.
- Presented in the scrum meetings and tech discussions, improve the code review process and design session.

## PROJECT

### Job Search Engine / Recommendation (Spring + HTML/CSS/Javascript)

- Designed and implemented an interactive web page (HTML/CSS/JavaScript) for users to search and apply available job positions online with customized filters and preferences.
- Created Java Servlets (Spring MVC) with RESTful APIs to handle HTTP requests/responses, retrieved job descriptions using Github API and stored data in MySQL with trigger and stored procedures setup, used Redis for caching search results.
- Improved personalized position recommendation based on search history and favorite records.
- Deployed the service to AWS EC2, setup and monitored web server and data storage nodes.

### NBA Player Stats Visualization (React + Redux)

- Designed and implemented a dashboard using React, D3 and Ant Design to visualize player stats and ratings. Developed a shot chart and a user profile view for individual players, backed by player data fetched from stats.nba.com.
- Created 4 extra filters and 2 shot themes (hexbin and scatter) to provide more customized visualization on the shot chart.
- Developed a player search bar with autocompletion and player suggestion functionalities to improve user experience.

### Tinder-News App (Android Development)

- Designed an Instagram Flavor News app by Google Component Architectural MVVM Pattern
- Implemented the bottom bar & page navigation using JetPack navigation component, supported swipe gestures for liking/disliking the news using Mindorks's PlaceHolderView
- Built the Room Database with LiveData & ViewModel to support local cache and offline model
- Integrated Retrofit and Rxjava to pull the latest news data from a RESTful endpoint (newsapi.org)