Pengbo Wang

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EDUCATION

Northeastern University, Boston, MA   Sep 2021 – May 2023
Master of Science, Computer Science   GPA: 3.9/4.0
Related courses: Programming Design Paradigm, Mobile Application Development, Algorithms, Artificial Intelligence

University at Albany, SUNY, Albany, NY   Sep 2020 – May 2021
Bachelor of Science, Computer Science & Applied Mathematics   GPA: 3.8/4.0
Related courses: Capstone Project Computer Science, Cryptography, Classical Algebra, Basic Analysis

Chongqing University of Posts and Communications, Chongqing, China   Sep 2017 – Jun 2020
Bachelor of Science, Software Engineering   GPA: 3.3/4.0
Related courses: Object Oriented Programming, Data Structures, Database, Computer Networks, Operating Systems

TECHNICAL SKILLS

Languages: Java, C++, C, Python, MATLAB, JavaScript
Databases: MySQL, SAP HANA, MongoDB, ABAP
Web technologies: HTML, CSS, PHP, React

WORK EXPERIENCE

Khoury College of Computer Sciences, Boston, MA   January 2022 - Present
Graduate Teaching Assistant · Part-time
- Hold office hours weekly. Teach and answer students' questions in weekly lab.
- Grade assignments and lab work and provide constructive feedback.

Chongqing University of Posts and Communications, Chongqing, China   January 2020 - April 2020
Research Assistant · Part-time
- Primarily responsible for dynamic calibration of camera and projector.
- Applied OpenCV and MATLAB and calculated position relationship between camera and projector via C++.
- Reconstructed projected object surface according to position parameters of camera and projector and decoding strategy of Gray code structural light, and achieved dynamic calibration.

PROJECTS

Forest Hunter (Android Game App)   September 2021 - December 2021
- Conducted requirement analysis, developed system flow chart, and determined product function.
- Connect Firebase to Android Studio and ensure Firebase data changes correctly with local changes.
- Use object-oriented methods to develop game store and coin systems.

Dungeon Game   September 2021 - December 2021
- Accomplished an adventure game based on text and graphical user interface (GUI) using Java, Java Swing, and JUnit.
- Implemented random generation of the dungeon, monsters, props, and various actions of the players, following MVC design pattern and SOLID principles.

Restaurant Menu Management System   February 2020 - May 2020
- By Utilizing IDEA and Spring + Struts + Hibernate modes and designing servicing functions via Java.
- Imported required package of functions into a database, wrote web.xml, and configured Tomcat server.
- Connected to a database, configured Hibernate, and performed data mapping on entities to enable users to add, delete, search, and modify.

AWARDS

- UAlbany Dean's List for the Fall 2020 and Spring 2021 semester.
- 1st Prize in "Challenge Cup" National Excellent Talents Mathematical Modeling Contest.
- 3rd Prize in "Mathematical Modeling Challenge" at Chongqing University of Posts and Communications.