

# Lillian Wang

Github: [github.com/wliandev](https://github.com/wliandev) — LinkedIn: [linkedin.com/in/lillianwang247](https://www.linkedin.com/in/lillianwang247)

Email: [lw709@scarletmail.rutgers.edu](mailto:lw709@scarletmail.rutgers.edu)

## Experience

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- Neural Interaction Lab**, University of California, San Diego January 2021 - September 2022  
*Software Developer* 40 hours/week
- **Jetson Nano**: Developed open-source eye tracking software on the NVIDIA Jetson Nano that detects and classifies facial expressions for neuroscience research (Python).
- Evoked Neuroscience**, New York, New York September 2019 - June 2020  
*Data Analyst Intern* 20 hours/week
- **Cloud Workbench**: Designed a cloud computing environment that visualizes data from over 50 thousand medical tests, to help researchers identify the correlation between certain symptoms and common brain disorders (Microsoft Power BI).
  - **Power BI Tutorials**: Wrote detailed documentation on how to create custom visualizations in Microsoft Power BI, allowing researchers to smoothly adopt the computing environment into their workflow.
- The Fleischman Lab**, University of California, Irvine Summer 2019  
*Research Assistant Intern* 20 hours/week
- **Blood Cancer Research**: Increased the number of data processing jobs that could be run at once on UCI's high performance computing cluster by 4-fold (Python, Linux).
  - **WeAreMPN**: Redesigned landing page for blood cancer research recruitment to make navigating lab news and events easier for older populations (Figma, JavaScript, HTML/CSS).

## Education

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- Rutgers University**, September 2022 - August 2024 (expected) GPA: 3.6/4.0  
Master of Science, Computer Science
- **Coursework**: Data Structures and Algorithms, Introduction to Artificial Intelligence, Business Analytics Programming, Operating Systems Theory, Database Management Systems, Web Application Development, IT Strategy
- University of California, Irvine**, September 2016 - June 2020  
Bachelor of Science, Informatics
- **Coursework**: Machine Learning and Data Mining, Introduction to Data Management, Software Testing and Quality Assurance, Java as a Second Language, C++ as a Second Language, Human-Computer Interaction

## Extracurriculars

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- Animation Anteaters**, University of California, Irvine September 2018 - June 2020  
*Webmaster/IT Officer*
- Conducted weekly instructional sessions on how to use advanced animation software to groups of 30 or more students.
  - Coordinated animation software installation across 75 or more student devices at the beginning of each semester.
  - Increased club interest and funding by building a club landing page and maintaining it with updated information.
- Game Developer's Conference**, San Francisco, CA February 2017 - March 2017  
*Conference Associate*
- Supervised presentations made by professional game developers over the course of a week-long conference attended by over 30 thousand people; interacted with over one hundred attendees a day.

## Skills

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- **Languages**: Python (Django), Java, C++, JavaScript (D3.js), HTML/CSS, SQL/MySQL
- **Tools**: Git/Github, Figma, Microsoft Power BI, L<sup>A</sup>T<sub>E</sub>X