

KELLY WANG

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EDUCATION

Brown University

(Providence, RI) expected May 2019

Sc.B. Computer Science; 3.80 GPA

RELEVANT COURSEWORK

Object-Oriented Programming; Data Structures & Algorithms; Computer Systems; Modern Web Applications; User Interfaces; Human Factors; Discrete Math; Linear Algebra

ONLINE COURSEWORK

3D Graphics for Web Developers
(Pompeu Fabra University of Barcelona)

SKILLS & KNOWLEDGE

LANGUAGES

Java, JavaScript (Node.js, React, three.js), Python, C, C++, HTML + CSS

USER RESEARCH SKILLS

A/B testing, card sorting, Wizard of Oz studies, usability tests (eye-tracking tests, remote usability tests), statistical analysis

SOFTWARE

Linux, Adobe Photoshop, Adobe After Effects, Blender, Balsamiq, Invision, Adobe Illustrator

LEADERSHIP

CRA-W Grace Hopper Celebration Research Scholarship

September 2017

Received scholarship to attend Grace Hopper Conference in Orlando

Brown CS Teaching Assistant

August — December 2017

Teaching assistant for CS1300: User Interfaces and User Experience. Design and grade coursework, hold software labs

WiSE Mentor

September 2016 — current

Mentor first-year women studying STEM, arrange one-on-one meetings, give academic advice

WORK & RESEARCH EXPERIENCE

Stanford Human Computer Interaction Group • Research Intern

June 2017 — current

- Designed and conducted study on the influence of user interfaces on perceived belonging and exclusion based on environmental cues
- Created test user interfaces and interviewed test subjects, conducted statistical analysis of gathered data, writing technical paper on findings
- Wrote statistical analysis scripts for other miscellaneous projects in social computing
- Funded by Computing Research Association DREU Scholarship

Brown Human Computer Interaction Lab • Research Assistant

January 2017 — current

- Rewind is an ongoing project that uses Google Maps data to recreate memories
- Developed webpage for Rewind
- Refactored and wrote code for image manipulation in a virtual environment

AdMaxim Inc. • Technical Intern

June — August 2016

- Admaxim is a mobile advertising company based in the UK
- Used three.js to build virtual reality experience ads for mobile devices
- Created 3D models with Blender to use in ads

SELECTED PROJECTS

Raytracer

July 2017 — current

- Implementing raytracer in C++ and OpenGL
- Long-term project where I hope to add various material properties and GPU acceleration

The Collector's Project

April — May 2017

- Web application built for CS1320 final project
- Database for archaeological artifacts; users can create accounts, upload artifacts, and make queries
- Built frontend using JavaScript, HTML, CSS

Chatroom

March 2017

- Created a Node application that makes use of Express, AJAX, socket.io, hogan.js, and any-db
- Allows users to create and join unique chatrooms; keeps track of current members and past messages of each chatroom

Shell

November 2016

- Wrote a functional Unix shell in C from scratch
- Implemented command line parsing, file execution, I/O redirection, foreground and background processes, signal forwarding and processing