

KELLY WANG

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EDUCATION

Brown University

(Providence, RI) expected May 2019
Sc.B. Computer Science; 3.87 GPA

RELEVANT COURSEWORK

Algorithms; Data Structures; Object-Oriented Programming; Computer Systems; Modern Web Applications; User Interfaces; Human Computer Interaction Seminar; Computer Animation; Discrete Math; Linear Algebra; Computer Graphics; Theory of Computation

SKILLS & KNOWLEDGE

LANGUAGES

JavaScript (React, Node, three.js), PHP, Graph API, Python, Java, 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

LEADERSHIP

CRA-W Grace Hopper Celebration Research Scholarship

September 2017

Received scholarship to attend Grace Hopper Conference in Orlando

Brown CS Teaching Assistant

January — May 2018

Teaching assistant for CS1320: Modern Web Applications. Design and grade coursework on UI/UX design, hold hours, mentor students for final project of building a fully functional web application

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

Facebook • Software Engineering Intern

May 2018 — August 2018

- Full stack web development on Video Ads team
- Designed and built frontend and backend for a computer vision-based image transformation tool (~5000 lines of code)
- Created Graph API endpoint, built async tier job to execute C++ package, used realtime publishing and subscribing platform, built frontend using React and state management framework, added frontend and backend logging, wrote screenshot tests

Stanford Human Computer Interaction Group • Research Intern

June 2017 — August 2017

- 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, contributed to technical paper on findings
- Wrote statistical analysis scripts for other miscellaneous projects in social computing
- Funded by Computing Research Association DREU Scholarship
- Paper "Gender-Inclusive Design: Sense of Belonging and Bias in Web Interfaces" published in CHI 2018 Proceedings

Brown Human Computer Interaction Lab • Research Assistant

January 2017 — current

- Rewind is a web application that uses location history data to recreate memories
- Refactored and wrote code for image manipulation in a virtual environment
- Conducted user studies, implemented changes in web application's UI

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

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

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