Amanda Wang

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Objective

Electrical engineering student interested in the intersection of different disciplines. Experienced in object-oriented programming and effective coding practices. Highly versed in written and oral communication from teaching assistant experience. Seeking an internship in software.

Education

Georgia Institute of Technology | Atlanta, GA   *August 2019 – Present*
Bachelor of Science in Electrical Engineering, GPA 3.82   Expected Graduation, May 2024
Minor in Computing and Intelligence
College of Engineering A. James Clark Scholar

Georgia Tech Lorraine | Metz, France   *January – May 2021*
Transfer with 12 Credit Hours, GPA 3.75

Skills

Programming: Java, Python, C/C++, MATLAB, VHDL
Platforms: Linux (Ubuntu, Debian), RISC computer architecture
Hardware: ARM mbed microcontroller, FPGAs, oscilloscope, logic analyzer
Software: Android Studio, Altera Quartus II, NI LabVIEW, GitHub, AutoCAD
Professional Organizations: Georgia Tech Society of Women Engineers
Communication: Technical reports, instruction manuals, presentations (large and small audiences)
Languages: English (native), Chinese (working proficiency)

Experience

Georgia Tech College of Computing |Atlanta, GA   *August 2020 – Present*
Head Undergraduate Teaching Assistant (UTA) / Intro to Object-Oriented Programming (CS1331)
- Develop and publish course resources for both students and UTAs to effectively teach Java
- Train, coordinate, and lead UTA team of 8-10 to create homework assignments and hold regular recitations
- Hold weekly office hours, grade assignments, and answer questions for a course of 200+ students in a hybrid setting

Clark Construction | Bethesda, MD   *May – August 2021*
Summer Associate / Preconstruction and Estimating
- Interpreted construction drawings and tabulated estimates required for 4 separate preconstruction pursuits
- Coordinated with subcontractors on potential projects, generating interest and increasing response rate by 150%

Projects

Mberdl – Handheld Mbed Wordle   *Spring 2022*
Programming for Hardware/Software Systems (ECE2035)
- Created doubly linked list module in C for use within the handheld game, unit testing via GoogleTest Framework
- Controlled device behavior with input and output of peripherals such as LED display, speaker, accelerometer, and buttons

Coursework

Introduction to Artificial Intelligence: Application of data structures and algorithms to implement methods for an agent to achieve desired behavior in randomized game environments; graph search, reinforcement learning, Bayesian networks
Digital Design Lab: Used design and simulation tools to build, evaluate, and iterate on implementations for given problem specifications; use of FPGAs, mixed logic design, state machines, VHDL, and simple computer architecture

Activities

Mobilizing Opportunities for Volunteer Experiences (MOVE) | Atlanta, GA   *January 2020 – May 2021*
Student organization that addresses various issues within the Georgia Tech and Greater Atlanta community
- Volunteered with Trees Atlanta to plant new trees in urban areas, aiming to mitigate tree loss