Wei(Will) SHENG

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EDUCATION

Purdue University-West Lafayette **08/2023-05/2028**
Ph.D. in Computer Science Advisor: **Xavier Tricoche**

- Teaching Assistant of CS180(Intro to Java), CS182(Foundation of CS)

University of Washington-Seattle **08/2019-06/2023**
B.S. Double Major in Computer Science & Mathematics GPA: 3.84/4.0

- James A. Hewitt, Jr. Endowed Scholarship, Dean's list of Year 2019-2023
- Teaching Assistant of CS481V(AR/VR capstone course)

SKILLS

Master: Java, Python, C/C++, Unity, MRTK, C#, MATLAB, MySQL, Google App Script, Spring Boot

Familiar with: TensorFlow, JavaScript, Git, R studio, React, Linux, NodeJS, Jira, CSS, HTML, Ruby

Certifications in Coursera: Deep Learning, CNN, Structured ML, Sequence Models

Languages: Native proficiency in English & Mandarin, Beginner in French

WORK EXPERIENCE

Fesco & Adecco | Shanghai, China **05/2024-08/2024**
Software Engineer Intern

- Participated in designing and modifying prompts for the digital AI HR assistant, significantly improving user satisfaction by 40%, conducted comparative testing and decision-making for multiple *LLM*, including Ernie Bot, DouBao, and Qwen, and contributed to the final product selection, which was adopted by several companies, including Nike and Jobsdb.
- Maintained a *Spring Boot-based* microservices project, developed RESTful APIs using *Java* to automatically manage and evaluate interview candidate data which significantly improve recruitment process efficiency.
- Developed and maintained a front-end application using *Vue.js*, enhanced user interface components and ensured responsive design for various screen sizes, and utilized *Element UI* for UI components and custom message handling to improve user interactions.

PROFESSIONAL PROJECT

Ridge Extraction Algorithm Testing | West Lafayette, IN **08/2023-Present**
Research Assistant, CGV Lab @ Purdue

- Implemented an algorithm based on Schultz's method using *python* and *teem* for extracting crease surfaces, which captures extremal structures in scalar fields and considers Hessian degeneracies.
- Visualized the resulting point cloud on a Moebius band dataset and applied the marching cubes algorithm for triangulation to create accurate 3D visualizations using *VTK*.

Nasa Suit Challenge 2023 | Seattle, WA **06/2022-04/2023**
Development Team Leader, UW Reality Lab

- Engineered a Telemetry Data GUI and deployed NavMesh to 3D meshes for enhanced spatial awareness in virtual environments. Spearheaded the development of waypoint dropping and storage functionalities, along with dynamic data route visualization.
- Orchestrated scene creation using *Unity* assets and *MRTK3* configurations, and authored *C#* scripts integrated with the *Photon* engine to establish a multi-user platform.
- Conducted deployment and troubleshooting on Hololens2, significantly improving accessibility, usability, and data load efficiency.

Automated Management Design | Seattle, WA **12/2021-03/2023**
Associate, Sensors, Energy, and Automation Laboratory (SEAL) @ UW

- Developed & implemented automation scripts from the ground up, including an auto-notification system.
- Utilized *Google App Script* for coding, seamlessly integrated with Slack for efficient communication.
- Enhanced administrative efficiency by 60%, significantly streamlining update synchronization and comprehensive member management processes.

Network set-up of Nooksack river Basin | Seattle, WA **06/2022-12/2022**
Undergraduate Research Assistant, Department of Civil & Environmental Engineering @ UW

- Created a Network Model Grid using various Digital Elevation Models and developed a Network Sediment Transporter. Authored detailed and comprehensive *jupyter notebook* tutorials on Network Sediment Transporter and innovative flat area solutions.