Tongze Wang
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Education

> **University of California, Santa Cruz** Sep 2018 - Aug 2021
  Major: Computer Science
  Bachelor of Science (GPA: 3.64) (Leave of Absence: Mar 2020 - Mar 2021)

> **University of California, Santa Cruz** Sep 2022 - Mar 2024
  Major: Computer Science & Engineering *(Estimated)*
  Master of Science

Work Experience

> **Teaching Assistant** Jan 2023 - Dec 2023
  University of California, Santa Cruz

  (Holding office hours for class:
  CSE187: Full Stack Web Development II & **CSE118: Mobile Applications** &
  CSE120: Computer Architecture*)*

> **Front-End Engineer Intern** Jun 2020 - Sep 2020
  Beijing Kuaishou Technology Co., Ltd, China

  *(Maintaining and developing new features for
   company's recruiting website using React.js and TypeScript)*

> **Business Analyst / Developer** Jul 2019 - Mar 2020
  University of California, Santa Cruz
  Information Technology Services (ITS)

  *(Writing documentations and developing test cases for
   Automated Testing Framework on UCSC's ServiceNow platforms)*

> **Lab Tutor** Jan 2019 - Mar 2020
  University of California, Santa Cruz
  Baskin School of Engineering

  *(Helping students understand class materials
   and homework requirements in lab sections for class*
  CSE12: Computer Systems and Assembly Language and Lab*)*

Project

> **Shoe Classifier**
  *An in-browser convolutional neural network (CNN) model used to classify the brand of
  shoes in images.*

  TensorFlow, TensorFlow.js, Ant Design, React.js, Python

  https://shoeclass.wtongze.com

  https://github.com/wtongze/shoe-classifier

> **Tokyo TravelKit**
  *A multi-language web app which provides transfer directions, schedules, and fare
  information for train trips in Tokyo, Japan.*

  TypeScript, React.js, C++ Native Add-on, Node.js

  https://github.com/wtongze/tokyo-travelkit-frontend
  https://github.com/wtongze/tokyo-travelkit-backend

> **CSE260**

A web app which allows users to make customizations on existing baseline 3D models, build and acquire a new model in different format (glTF, OBJ, PLY).

Three.js, MUI

https://cse260.wtongze.com

https://github.com/wtongze/cse260

> **Lottery API**

An API endpoint for generating and checking lottery numbers.

Java, Spring WebFlux, Spring Security, JWT, Swagger UI

https://lottery-api.wtongze.com/swagger-ui.html

https://github.com/wtongze/lottery-api

> **Blog**

Personal blog based on Gatsby.js

https://wtongze.com

Award

> **Tokyo TravelKit**

4th Open Data Challenge for Public Transportation in Tokyo, Japan
INIAD Special Award