

Yi Xin Wang

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Skills

- Java, JavaScript, HTML, CSS, C, Python, SQL, Assembly Language, React, Next.js, React Native, jQuery, Node.js, MATLAB, Unity, Godot
- Git, MySQL, OpenAI, Postman, MongoDB, Figma, PostgreSQL, TimescaleDB
- CI/CD, Unit Testing, Web Development, Mobile App Development (iOS & Android), Frontend, Full-Stack

Education

Western Washington University *BS in Computer Science*

Sept. 2021 – Present

- **Coursework:** Data Structures, Algorithms Analysis, Database Systems, Computer Networks, and Operating Systems

Experience

Software Engineer Intern

Bellingham, WA

PACCAR

Sept. 2024 – Present

- Built a time-series data ingestion system for multiple formats (INNOMATIX_MAT, APTIV_CSV, CONTROLTEC_MAT)
- Created a flexible database schema for efficient storage and fast queries, scaling for 20% annual data growth

Teaching Assistant/Grader

Bellingham, WA

Western Washington University

Sept. 2022 – Present

- Led weekly labs for computer science courses ranging from 100 to 300 level courses, 5 sections total with 10-30 students per section
- Provided one-on-one assistance to students with assignments focusing on web development and mobile app development, utilizing HTML, CSS, JavaScript, Java, React-native
- Collaborated with professors to grade assignments and exams for mathematics and CS courses.

Projects

Dictionary Mobile App

Mar. 2024

- Built a cross-platform word search app using the Free Dictionary API for iOS and Android
- Added form validation, audio playback, font switching, and theme adaptation for better user experience
- Tested with Jest to ensure reliability and functionality
- Tools Used: JavaScript, CSS, React Native, Expo, Jest

Pizza Restaurant Food Delivery Website

Feb. 2025

- Built a responsive food ordering platform with real-time menu and checkout feature
- Optimized user experience with smooth navigation, intuitive UI, and fast-loading pages
- Tools Used: JavaScript, React, Next.js, Tailwind CSS

GPT Shell Assistant (CLI Tool)

Jan. 2025

- Built a command-line AI assistant using OpenAI's API with chat history and dynamic prompts.
- Tools Used: Python, OpenAI API, CLI

Puzzle and Adventure Game: The Dungeon of Duality

June 2024

- Developed a puzzle-adventure game featuring a unique realm-shifting mechanic
- Implemented core mechanics, including realm-shifting, smooth player navigation, and a final boss encounter
- Ensured engaging game play with fluid movement and well-designed progression
- Tools Used: C#, Unity