

# Yaodong (Carl) Wang

[carlwang.dev@gmail.com](mailto:carlwang.dev@gmail.com) | <https://wqis.xyz> | <https://www.linkedin.com/in/carl-wang-922a102b0/>

## EDUCATION

Washington University in St. Louis  
Major in Computer Science  
Minor in Human Computer Interaction  
Expected Graduation: May 2026

St. Louis, MO  
GPA: 3.74/4.00

## TECHNICAL SKILLS

Java, MySQL, C#, C++, Python, PHP, Mongo, Firebase, Flutter, Dart, Android, iOS, Swift, Visual Basic, Javascript, Node. JS, React. JS

## ENGINEERING EXPERIENCE

### McKelvey School of Engineering

Teaching Assistant for CSE 204

St. Louis, MO

January 2025 - Present

- Assist with course operations, including grading assignments and facilitating classroom activities.
- Host office hours sessions to help students with course content and assignments.

### McKelvey School of Engineering

Teaching Assistant for CSE 330

St. Louis, MO

January 2024 - Present

- Assist with course operations, including grading assignments and facilitating classroom activities.
- Host office hours sessions to help students with course content and assignments.

### Papertrail Inc.

Software Development Engineering Intern

St. Louis, MO

June 2024 - Aug 2024

- Collaborated with cross-functional teams to design, develop, and maintain high-quality software solutions.
- Wrote clean, efficient, and well-documented code according to best practices and coding standards.
- Participated in code reviews, troubleshooting, and debugging to ensure software quality.

### McKelvey School of Engineering

Teaching Assistant for CSE 132

St. Louis, MO

August 2023 - May 2024

- Assist with course operations, including grading assignments and facilitating classroom activities.
- Host office hours sessions to help students with course content and assignments.
- Invigilated exams.

### McKelvey School of Engineering

Computer Imaging Group, Research Assistant

St. Louis, MO

May 2023 - December 2023

- Conducted research study on performance of adapted mismatched priors in the Plug-and-Play (PnP) method for image deblurring.
- Fine-tuned and optimized DruNet priors by training and testing using PyTorch code.
- Produced a paper report and gave a presentation on research findings.

### 2021 3rd MLBDBI Conference

Co-author on Object Detection Survey Paper

Guangdong, PR China

January 2021

- Researched Deep Learning based Object Detection methods with Yang Cao and Kaijie Jin.
- Produced a peer-reviewed, survey report on research findings.

## PROJECTS

### IsMaps (React. JS Web app)

December 2024

- Programmed and designed an app to get optimized directions for bicycles and low speed motorcycle riders

### DriveLog (iOS app written in Swift)

August 2024

- Programmed and designed an app for motorcycle riders and car drivers to keep track of their journeys.

### JAutofiller (Chrome extension written in Javascript)

January 2025

- Programmed a chrome extension for job seekers to fill out online job applications faster.

### Picamera-stream (Robot OS node written in Python)

August 2024

- Programmed a Robot OS node that streams camera footage from Raspberry Pi to a computer.
- Designed as part of a semi-autonomous drone for the university's robotics club drone team.

### StudySpot (Web app written in Vue. JS and Node. JS)

Feb 2024

- Designed a public desk space management solution for offices or universities.
- Programmed a web app that shows a list of tables, their locations and vacancies.
- Crowdsourced tabling availability and location information.