Honors, Training, Continued Education

UNIVERSITY OF DELAWARE

Awarded May 2024

Bachelor of Science Computer Science

Cumulative GPA: 3.3

Course Work: Algorithms, Database Systems, Artificial Intelligence, Machine Learning, Computer Visions, Automata Theory, Operating Systems, Secure Software Design, Cybersecurity, Data Mining

Programming Languages: C, C++, C#, CSS, HTML, Java, Javascript, Python, Typescript, ARM Assembly, Godot

Technologies: React, Bootstrap, Git, Numpy, Pandas, Scikit-Learn, Express, Tkinter, MongoDb, Seaborn, Blender, Next.js, Fastapi

Tools: PyCharm, Visual Studio Code, Visual Studio, Oracle SQL Developer, Postman, Terminal

Steven Geracimos Award Awarded May, 2024

Won the award for the best recognition of an outstanding Undergraduate Student Characterized by Steven Geracimos

Best Computer Science Educational Hack

Awarded Mar. 2024

Won first place for the best computer science educational hack during the 2024 University of Delaware Henhacks

Best Smalltalk Implementation

Awarded Mar. 2025

Won first place for the best SmallTalk implementation hack during the 2025 University of Delaware Henhacks

https://www.linkedin.com/in/maxwell-wang-08ws/ | https://maxwangsite.vercel.app/

Specific-Related Accomplishments

Northrop Grumman

Roy, UT

Aug 2024 - Present Software Engineer

Designed and implemented a software prototype regarding a rocket game simulation

Gained Proficiency in DevOps, Godot, Blender Jira, Cmake, C++, Confluence, and CI/CD pipeline

Gained Experience as a Scrum Master, facilitating meetings, leading discussions and keeping assignments up to date

Roy, UT-Remote

Software Engineer Intern and Co-op

- June 2023-July 2024 Designed and implemented a software prototype and an custom user experience while facilitating efficient communication and task prioritization
- Gained Proficiency in DevOps, Unit Testing, Jira, Cmake, Confluence, and CI/CD pipeline

University of Delaware

Newark, DE

Teaching Assistant, Proctor TA

Feb. 2024 - May 2024

Schedule Exams for Computer Science classes to accommodate students needs and proctored those exams

Report to the TA coordinator about scheduling issues and self progress

Teaching Assistant, Database Systems

Feb. 2023 - May 2023

- CISC 437, teaching SQL, data retrieval languages, security and integrity and physical and logical organization of databases
- Hold office hours and graded exams and quizzes with clear and constructive feedback with 50-60 students

Outreach, Computer Science for Social Good Club

Aug. 2022- May 2024

- Introduced prospective computer science students towards volunteering, research and industry opportunities within CS
- Redesigned the clubs website, ensuring its users are kept up to date with events

Undergraduate Research Assistant

Jun 2022- Jan 2023

- Created an application using the Arduino controller and Unity which allows children on the autism spectrum to play and change music layers for a song to accommodate their listening preference
- Reduced loading times for loading music from minutes to seconds by dynamically loading the mp3 files into the arduino controller, thus streamlining the queue to play music

INDEPENDENT PROJECTS

Youtube to Audio Converter

- Created an Graphical User Interface for downloading youtube videos
- Converts the downloaded videos into mp3 and wav file formats using Tkinter, Yt-dlp and Moviepy

Type Evolve

An web application teaching users how to improve their typing accuracy, using React and Capybara LLM and displays the accuracy, words per minute and time

Canvas Assistant

- An Modern Web Application on Canvas in which helps students make data-driven decisions across their study habits using TypeScript, Next is and FastApi
- This features has built in pomodoro timer helping students stay on track while focusing on top priority tasks from their canvas assignments, utilizes an AI chatbot assistant guiding students prioritizing assignments on classes based on grades, due dates and how high the priority is on and views their course grades, providing a statistic on how much time they have spend on each classes and their assignments