ANDY (DIXUAN) WANG

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EDUCATION

University of California, Los Angeles Expected Graduation: Jun 2027

Bachelor of Science, Computer Science *GPA: 3.8/4.0*

Coursework: Data Structures & Algorithms, Object-Oriented Programming, Computer Organization, Linear Algebra
Activities: CS32 (Data Structures & Algorithms) Learning Assistant

SKILLS

Languages: JavaScript, TypeScript, HTML/CSS, Python, Java, C++, Shell
Frameworks: React, React Native, Next.js, Spring Boot, FastAPI, Express.js
Tools: Git, Docker, Vercel, Node.js, Linux, Claude Code
Databases: MongoDB, Firebase, Supabase, Cloudflare R2, PostgreSQL, NoSQL

EXPERIENCE

Software Engineer June 2025 - Present

UCLA Department of Civil Engineering *Los Angeles, CA*

- Built a weather-tracking platform enabling farmers to optimize irrigation through automated field analysis and forecasting crop water demand, providing future irrigation recommendations
- Utilized **Google Earth Engine** to predict soil and crop information, reducing manual data entry time by **30%**
- Created a responsive, cross-platform interface with **React Native**, **Leaflet.js** and **Google Maps API**
- Architected a **FastAPI** backend using **Supabase** as a lookup table for chunked parcel data stored in **Cloudflare R2**, used **Firebase** for user authentication, and implemented query caching, improving retrieval speeds by **60%**

Lead Fullstack Developer Mar 2025 - Present

ClubhouseUCLA 🔗 *Los Angeles, CA*

- Built a website using **Next.js** and **Vercel**, helping students review and discover clubs, serving **500+** monthly users
- Built dynamic API routes and optimized query logic to **Supabase**, reducing page loading times by **50%**
- Led a team of **8** developers to develop new website features, conducting weekly meetings to delegate tasks, troubleshoot blockers, coordinated with the design team on UI implementation, and oversaw **CI/CD** pipeline integration

Machine Learning Researcher Jan 2025 - Present

UCLA Department of Mathematics *Los Angeles, CA*

- Researched **multi-agent reinforcement learning** under information asymmetry, extending the DCM bandit model to support multiple clicks per session
- Designed and analyzed algorithms achieving **sublinear regret** in action and reward-asymmetric settings
- Conducted **100,000+** simulations in **Python** to benchmark against UCB variants, validating theoretical bounds and matching or outperforming existing baselines

Fullstack Developer Oct 2024 - June 2025

Creative Labs 🔗 *Los Angeles, CA*

- Worked with a 15 person team to build a gamified coding app helping software engineers enhance technical skills
- Built and optimized RESTful API with **Spring Boot** and **MongoDB** for JWT-based authentication and role-based access control, improving loading speeds by **50%**
- Developed responsive **React Native** frontend with **TailwindCSS** based on designer specifications

PROJECTS

True Talent | *React, Node.js, Python, Flask* | *LAHacks 2025* 🔗

- Created a code-interview website that helps detect cheating using AI, allowing companies to find the truly talented
- Made a responsive website using **React**, **Node.js**, and **WebSockets**, allowing for real time interviews
- Used **Google Gemini** to analyze video, audio, and code for suspicious behavior, providing helpful feedback and follow-up questions for interviewers

Temple of Doom | *C++*

- Designed and developed a 2D dungeon-style game using **C++** inspired by classic arcade games
- Optimized recursive algorithms for enemy movement, improving processing times by **70%** for a smoother experience
- Implemented real-time map rendering and random map generation, enhancing gameplay variability