

# Charles Wang

Philadelphia, PA 19104 · 301-272-5740 · [charleszw16@gmail.com](mailto:charleszw16@gmail.com) · [czw@seas.upenn.edu](mailto:czw@seas.upenn.edu) · [aczw.dev](https://github.com/aczw)

## EDUCATION

---

**University of Pennsylvania** · Philadelphia, PA September 2022 — expected June 2026  
→ School of Engineering & Applied Science → Bachelor in Engineering in Computer Graphics  
→ Cumulative GPA: 3.70

## TECHNICAL SKILLS + INTERESTS

---

**Languages + frameworks**      Java, C#, Python, T3 stack (Next.js, TypeScript, Tailwind CSS), Haskell, Qt

**Software + tools**                Adobe Illustrator, Figma, Unity, Linux

## RELEVANT COURSEWORK

---

→ Computer Systems	→ Mathematical Foundations of Computer Science
→ Data Structures and Algorithms	→ Computational Linear Algebra
→ Multivariable Calculus	→ Interactive Computer Graphics

## EMPLOYMENT EXPERIENCE

---

**American Pool** · Bethesda, Maryland August 2020 — August 2022 (seasonal)  
Pool Lifeguard  
→ Regulated the safety and order of swimmers in a fast paced, team-based environment.  
→ Manned the front desk and assisted with customers regarding memberships and registration.

**Regal Cinemas** · Rockville, Maryland March 2022 — June 2022  
Floor Staff  
→ Resolved issues with customers regarding ticket sales, theater quality, and general inquiries.  
→ Engaged customers by selling tickets, concession products and offering additional services.

## PROJECTS

---

**sddm-theme-corners** · custom theme for SDDM, a Linux login manager January 2023  
→ Focused on UI/UX, enabling easy and visually attractive access to power, session, and user controls.

**RCW** · minigame made in Unity, based on the Stroop effect June 2023  
→ endless, fast-paced game focused on clean UI/UX and addictiveness!

## ACTIVITIES

---

**TEDxPenn** · Design Team October 2022 — Present  
→ Designed the annual theme logo and maintained a cohesive brand language for all outward-facing aspects of the upcoming conference, including merchandise, social media posts, and other materials.

**Penn UPGRADE** · Event Organizer January 2023 — Present  
→ Participated in Penn's video game development club and helped make our upcoming game.

**PennApps** · Creative Team February 2023 — Present  
→ Managed and planned all creative and visual aspects of the world's largest and oldest college hackathon to keep the event visually fresh, cohesive, and welcoming to all participants.

**Penn ACM SIGGRAPH Chapter** · Board Member, Design October 2022 — Present  
→ Coordinated club activities and organized events, including guest speakers and software workshops.  
→ Designed graphics to promote club happenings and raise awareness.

**MoCo Student** · Graphics Section Editor September 2019 — June 2022  
→ Supervised artists, assigned graphics and deadlines to create visuals that complemented the articles.  
→ Created 40+ unique graphics across 3 years' worth of articles.