

CHING-WEI KANG

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SUMMARY

Currently seeking for **software engineer internship** opportunities in the US and pursuing a **Bachelor's** degree in computer science and data science at University of Wisconsin-Madison.

EDUCATION

University of Wisconsin-Madison

Madison, WI

Bachelor of Science in Computer Science and data science | GPA: 3.75 / 4.0

Expected Graduation: May 2027

- Relevant coursework: Data Structures & Algorithm, Artificial Intelligence, Computer Engineering, Discrete Math, Data Science Programming, Statistical Modeling, Matrix & Linear Algebra

SKILLS

Programming: Java | Python | C++ | C | SQL | JavaScript | TypeScript | PHP | HTML | CSS | Swift | Objective-C | Kotlin | R | Git

Technologies: AWS | SaaS | React.js | Nest.js | Vue.js | Passport.js | Java Spring Boot | Python (Flask) | Google Slides

PROFESSIONAL EXPERIENCES

The Marcus Harris Foundation

Washington, DC

Data Engineering & Automation Intern

Sept 2024 - Dec 2024

- Designed and implemented a **web data ingestion pipeline** using **Python (BeautifulSoup, Requests, Pandas)** to automate the extraction and transformation of nonprofit tax data from multiple public registries
- Developed **custom HTML parsing logic** and **regex-based filters** to identify and capture critical attributes, including *filing year, tax category, EIN, and geographic region*-with 98% accuracy across more than 50,000 records.
- Integrated the scraper with a **PostgreSQL database** and scheduled nightly updates via **cron jobs** to ensure data freshness and consistency across internal dashboards
- Collaborated with data analysts to define schema requirements and validation routines, enabling faster querying and visualization in TableauImproved pipeline throughput by **10x over baseline manual processes**.

PROJECTS

ClearMove - Rental Evidence Platform

Oct 2024 - Present

Technologies used: Next.js, TypeScript, React, Node.js, PostgreSQL, Drizzle ORM, **Google Gemini API**, pdf-lib

- Led a team from concept to working prototype; conducted discovery interviews with 50+ stakeholders to understand pain points and workflow requirements; awarded Badger Build Fest Venture Track - Third Prize.
- Built the frontend and backend, including **Next.js** admin page and renter apps, token-based invite/onboarding flow, and database schema linking companies, units, renters, and inspection submissions in **PostgreSQL**. Developed AI document-processing **pipelines** that parse PDFs into structured data and generate timestamped inspection PDFs as shared evidence for renters and property managers.
- Created and delivered product demos on **google slide** to judges and potential users, presenting ClearMove's workflow and values.

AI-Powered Interactive Game - "Dungeons & Dragons Adventure"

Sept 2024 - Present

Technologies used: React, TypeScript, Tailwind CSS, Google Gemini API (Pro Flash, Imagen, Veo), JSON Schema, Node.js

- Developed an **AI-driven narrative RPG web application** inspired by *Dungeons & Dragons*, leveraging **Google Gemini APIs** to create a dynamic, player-driven storytelling experience with real-time text, image, and video generation
- Built modular, component-based UI architecture in **React + Tailwind**, including modules for character creation, stat tracking, and adventure logging; implemented **responsive layouts** and **parallax effects** for enhanced UX.

MadData

Feb 2025 - Present

Technologies used: Python, Flask

- Built interactive analytics dashboards and visualizations using Python (Plotly, Matplotlib, Pandas) and accelerated data workflows with Dask and Vaex, uncovering behavioral trends and improving recommendation precision across large-scale marketing and engagement datasets.

ACTIVITIES

UW-Madison Data Science Club

- Promoted coding-related events and online talks to UWM students, Organized weekly Python, R and Excel skills workshop

Vex Robotics Club

- Built and maintained a robot in C++ with active route investigation to decide on the next optimal move strategies during match.

ACHIEVEMENTS

- 3rd Place in University of Washington Hackathons of 2025
- 2nd place in the Datathon competition of the GWU Data Science Association of 2024 (Python Based)
- 2nd Place (Skills) and 3rd Place (Qualification) in 2023 VEX Robotics World Championship (C++ Based)