

Guang Wei Too

Contact Info:

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Education:

New York Institute of Technology— M.S. in Computer Science

[September 2024 - May 2025]

New York Institute of Technology— B.S. in Computer Science

[September 2020 - May 2024] GPA: 3.47

Experience:

Software Engineer Intern, New York Institute of Technology

[Sep 2024 - May 2025]

- Working at Etic Labs for machine learning in custom object detection and tracking.
- Working with DNA Solutions to detect abnormalities in chromosomes.

Undergraduate Researcher, New York Institute of Technology

[Sep 2023 - Sep 2024]

- Developed a web tool called Interactive Map, that visualizes most NYC open dataset .csv's (ex. 311 complaints, 511 traffic data, an average of 10,000 rows of data per dataset)
- Implemented a heat and pin map that provides easy visualization of statistics by zipcode and geolocation.
- Presented a demo at the UREP conference, including possible use cases and limitations.

Automation Intern, QBE Insurance Group

[June 2023 - August 2023]

- Created workflow automation using C#, .NET framework, and Pega to streamline Workday timesheet entries for employees.
- Implemented automation solution to expedite processing of client real estate property information by 5%.

Undergraduate Researcher, New York Institute of Technology

[Sep 2022 - Sep 2023]

- Designed a Unity simulation environment to explore cybersickness prevention methods, and automated data collection using C#.
- Conducted academic research on cybersickness prevention and used the prevention methods in the simulation.
- Presented and published a research paper at the CSCE Conference in July 2024.

Front Desk Assistant, New York Institute of Technology

[Jan 2022 - May 2022]

- Provided comprehensive clerical support for faculty, staff, and clients, ensuring efficient handling of tasks such as printing, copying, editing work, and other departmental needs.

Research Intern, National Science Foundation REU

[June 2021 - Aug 2021]

- Performed academic inquiry into Virtual Reality versus other online tools for education, culminating in a paper presented at IEEE-CS Mass 2021.
- Created a mobile application using Unity and C# to replicate a virtual classroom environment for educational purposes.

Undergraduate Researcher, New York Institute of Technology

[Sep 2020 - May 2021]

- Explored virtual reality simulation focusing on human phobia responses.
 - Presented research concepts and potential avenues at the NYIT research conference.
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Skills:

Programming Languages: Java, C#, C++, HTML, CSS, Javascript, Python, SQL

Libraries/Framework: XR Toolkit, AR Core, AR Kit, React.js, Flask, MySQL, .NET Framework

Tools: Unity Game Engine, GitHub, Git, Microsoft Suite, Google Suite

References

Helen Gu, PH.D.

Michael Nizich, PH.D.

Cecillia Dong, PH.D.

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Projects:

NaviAR

- Made an Augmented Reality Campus tool that guides users (students, professors, and guests) to locations of interest.
- Used Unity Game Engine, Android Studio, and Unity Library Plugin.

StreetEasier

- Made a website to help users find roommates in NYC, based on filters like rent prices, roommate preferences, and locations.
- Used React, Firebase, and SQL.