

Guang Wei Too

Brooklyn, NY, 11214 | (917)-497-3521 | guangtoo115@gmail.com |

Website: <https://402lab.vercel.app/> | LinkedIn: <https://www.linkedin.com/in/guang-too/> | GitHub: <https://github.com/GuangWeiToo>

Summary

Recent Computer Science graduate with a technical background. I have hands-on experience in software engineering, software development, web development, AR/VR applications, and automation. I am committed to working well with team members and being customer focused. Proven success in both academic research and industry, with multiple conference publications and real-world projects. Eager to contribute to impactful software solutions while continuing to grow through mentorship, collaboration, and practical experience.

Education

New York Institute of Technology New York, NY
Master of Science in Computer Science [Sep 2025 - May 2025] 3.38/4.0
Bachelor of Science in Computer Science [Sep 2020 - May 2024] 3.47/4.0
Honors & Awards: S-STEM scholar, [Dean's Scholarship](#), National Science Foundation FASTRAC scholarship,

Skills

Programming Languages: Java, C#, C++, HTML, CSS, JavaScript, Python, SQL | Tools: Unity Game Engine, GitHub, Git, Microsoft Suite, Google Suite
Libraries/Framework: XR Toolkit, AR Core, AR Kit, React.js, Flask, MySQL, .NET Framework, Docker

Professional Experience

IT Support Specialist Contractor, Deutsche Bank [Sep 2025 - Present] New York, NY

- Supported Windows, macOS, and iOS environments, resolving application, turret, device, and access issues for traders and developers.
- Worked on Windows 11 migration and system configuration, resolving post-deployment issues and ensuring device environment stability
- Diagnosed and documented recurring system and software issues, improving debugging efficiency and support workflow

Software Engineer Intern, New York Institute of Technology [Sep 2024 - May 2025] New York, NY

- Worked at Etic Labs for machine learning in custom object detection and tracking with python.
- Applied AI techniques to detect G4 Quadruplex abnormalities in chromosomes and collaborated for Biology department needs.
- Utilized machine learning models such as decision trees, rule based, Bayesian from sci-kit learn.

Automation Intern, QBE Insurance Group [June 2023 - August 2023] New York, NY

- Created workflow computer program 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%.

Front Desk Assistant, New York Institute of Technology [Jan 2022 - May 2022] New York, NY

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

Virtual Reality Research Intern – Human Behavior Simulation, New York Institute of Technology [Sep 2020 - May 2021] New York, NY

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

Technical Projects

Data Visualization Researcher, New York Institute of Technology [Sep 2023 - Sep 2024]

- Developed an Interactive Map web tool visualizing NYC open datasets (e.g., 311 complaints, 511 traffic data, ~10,000 rows per dataset).
- Implemented heat and pin maps to visualize statistics by ZIP code and geolocation using Flask, React, Folium, Python, and JavaScript.
- Written paper for IEEE sustainable tech 2025.

Virtual Reality Developer, 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.

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.
-

References

Helen Gu, PH.D.

hgu03@nyit.edu

Michael Nizich, PH.D.

mnizich@nyit.edu

Cecillia Dong, PH.D.

Ziqian.Dong@nyit.edu