

# Olivia Wong

oliviaawong@gmail.com | (415) 763-2700 | github.com/olivewong | linkedin.com/in/olivemwong

## EXPERIENCE

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### Waabi

Software Engineer

Sep 2023 – Present

San Francisco, CA

- Built, designed 3D visualizer for autonomous vehicle data (Rust, wgpu): MIT Tech Review | Bloomberg | Waabi
- Owned backseat and demo visualization used in external demos
- Audio: Developed tooling for visualizing and playing spatial audio streams from vehicle mics (Web Audio API, Typescript, WebRTC); designed in-vehicle sound UX
- Prototyped simulation construction via voice using LLM (Gemini API, Web Speech)
- Mentored interns, drove RFCs and projects across the map editor, 3D renderer, and remote assist tools

### UC Santa Cruz Genomics Institute

Research Assistant

Feb 2022 – Present

Santa Cruz, CA

- Implemented validation, testing, redesigned interface for genomics data visualizer published in *Bioinformatics*

### Embark Trucks

Software Engineer Intern, Data Visualization

May 2020 – Aug 2021

San Francisco, CA

- Built 3D visualization suite for autonomous trucks
- Optimized real time rendering performance from 18fps to 60fps
- Implemented WebGL shaders (GLSL) and lighting pipelines
- Visualizer featured in company demos, YouTube, and Forbes; demoed to US Secretary of Transportation

### New Relic

Software Engineer Intern, Machine Learning

Apr 2018 – Aug 2018

San Francisco, CA

- Prototyped IoT systems monitoring refrigerator temperature across 10k+ locations
- Built ML models for server health prediction (Python, Pandas, Spark, Keras)
- Presented anomaly detection techniques using autoencoders to company machine learning group

### New Relic

Software Engineer Intern

Jun 2019 – Aug 2019

San Francisco, CA

- Built high throughput data simulator for a real time analytics launch (React, Ansible, AWS)

### Udemy

Software Engineer Intern

Jun 2017 – Aug 2017

San Francisco, CA

- Developed linear model to optimize and automate ad spend, improving ROI by 10% (Python, Django)

## EDUCATION

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### University of California, Santa Cruz

B.A. Computer Science and Music, Baskin School of Engineering

Sep 2018 – Aug 2022

GPA: 3.76

President of UCSC Rocket Team

- Led 20+ students in NASA Student Launch Initiative
- Designed and launched high power rocket and autonomous rover, drone. Placed in top 50%, won team award
- Taught C programming, Arduino prototyping, and electronics workshops

## SKILLS

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**Languages** Rust, Typescript, Go, Python

**Graphics** WebGL, WebGPU, wgpu, shaders (wgs, glsl)

**Design** UI design, sound UX, designing interfaces and interactions with user empathy

**Misc** React, building APIs, AWS (S3, Airflow), building APIs, audio processing, LLM integration, data science, data wrangling, Git, etc, you know, the standard SWE things