

# Brandon (Zhihao) Wang

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## EDUCATION

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**Middlebury Institute of International Studies at Monterey (MIIS)**

**August 2022 - Expected May 2024**

- Master of Arts in **Translation and Localization Management (STEM)**

*Monterey, California*

**Binghamton University, State University of New York (SUNY)**

**August 2019 - May 2022**

- Bachelor of Arts in **Linguistics**
- Bachelor of Arts in **Economics** (Double Major)

*Binghamton, New York*

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## WORK EXPERIENCE

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**Translators for Elders**

**October 2022 – February 2024**

Website Developer & Quality technician

*Monterey, California*

- Create and customize WordPress websites for individual clients.
- Personalize websites using HTML and CSS according to client requirements.
- Perform quality assurance and bug fixes on localized websites.

**ByteDance (Lark)**

**June 2023 – September 2023**

NLP Data Specialist

*Beijing, China*

- Create over 2,000 pieces of data of Python and Excel for LLM (Large Language Model) training.
- Assist in the launch of an LLM product, including participating in the LLM evaluation process, comparing existing LLMs on the market, and conducting data visualization.
- Assist in increasing the accuracy of statistical features of the LLM by 200%.

**ByteDance (Open Language & CQC)**

**December 2021 - May 2022**

Project Coordinator

*Remote*

- Ensure that user's analyzed data was submitted on time to the R&D team on a weekly basis.
- Assist Project Manager in organizing daily meetings with clients.
- Assist the Project Manager in allocating resources to prioritize pressing projects.

**ByteDance (Open Language)**

**September 2020 - December 2021**

Quality Assurance Specialist

*Remote*

- Transcribe English paragraphs from the collected audio data from the application's customers.
- Inspect Performing routine inspections and quality tests.
- Documenting quality assurance activities and creating audit reports.

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## PROJECTS

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**"JYNew" (Chinese open-source video game)**

**September 2022 - December 2022**

Unity Project

*Monterey, California*

- Localized an open-source GitHub game from Chinese to English with the authorization of the production team.
- Extracted and translated all the strings within Unity, and reimplemented the localized strings to the game scenes.
- Localized all the sprites and images using Adobe Photoshop.
- Portfolio Link: <https://zwang.middcreate.net/uncategorized/localizing-a-chinese-wuxia-rpg-game-in-unity/>

**Business Model Analysis (Instacart)**

**January 2022 – May 2022**

Python Project

*Binghamton, New York*

- Harnessed Python to restructure and transform the amassed data (the business operations of Instacart throughout the pandemic period from 2020 to 2021), to create visually informative diagrams.