

# QI WANG

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## OBJECTIVE: Computer Science Lecture

- Master Degree of Computer Science
- 16+ years of experience as Software Engineer/Developer(5+ years), Computer Science Faculty(14+ years-12 years of full-time, and 2+ years of part-time)
- Great experience/capability to work with culturally diverse populations
- Strong knowledge of Computer Science and Software Development
- Excellent skills in teaching and learning, strengthening student engagement, and increasing student success
- Excellent skills using learning management systems such as Blackboard, WebCT, and Canvas
- Great organizational abilities, communication skills, and teamwork skills

## EDUCATION

<b>MS in Computer Science,</b>	California State University at Northridge, California
<b>MS in Chemical Engineering,</b>	Qingdao University of Science and Technology, Qingdao, P.R. China
<b>BS in Chemical Engineering,</b>	Qingdao University of Science and Technology, Qingdao, P.R. China

## WORKING EXPERIENCE

**Lecturer, Computer Science Department, College of Engineering and Applied Sciences** 09/2017 – present  
University at Albany, State University of New York, Albany NY

- Teach Computer Science Courses

**Lecturer, Computer Science Department** 01/2017- 06/2017  
Skidmore College, Saratoga Springs, NY

- Teach Computer Science Courses

**Assistant Professor, Computer Science, Workforce Training and Technical Programs** 08/2007- 11/2016  
Northwest Vista College, San Antonio, TX

Professor/Discipline Lead:

- Teach a variety of Computer Science and Object-Oriented design courses in various programming languages such as Java and C++.
- Coordinate Computer Science/Software Development curriculum review.
- Develop student learning assessment plans, analyze assessment results, and develop action plans at course level and program level.
- Research teaching and learning strategies and technologies to strengthen engagement of culturally diverse students and students with different learning styles.

As a full-time faculty, I was assigned additional responsibilities of a program coordinator of Computer Science/Software Development, Game development, and 3D Animation programs.

- Plan program annual budget and course schedule. Coordinate annual program review and department events.
- Work with industry advisory committee to get feedback on high-demand skills.
- Hire adjunct faculty and tutors.
- Research /maintain technologies in classrooms and computer labs.
- Coordinate student internship program with industry partners.
- Work with four-year institutions for transfer agreement.
- Work with Northside Independent School District on Dual Credit course curriculum and college agreement.
- Assist students in career advising, major selection, course and internship planning, graduation preparation, and transfer plans.

## **Information Technology/Computer Science Instructor, Business Division**

Tacoma Community College Tacoma, WA 03/2003 – 04/2007

Faculty: Develop and teach a variety of courses.

- Object-Oriented Programming and Design Courses in Java, C++

- Computer Programming in Visual Basic.NET, ADO.NET, and ASP.NET
- Computer literacy

**Faculty Advisor:** Advise students in a variety of academic activities.

- Career advising and major selection
- Course and internship planning
- Graduation preparation
- Selecting four-year institutions and transfer plans

#### **Affiliate Lecturer**

University of Washington, Tacoma, WA

01/2005 – 03/2005

- Work on the “Course Portfolio” project.  
“Using course portfolios to create a disciplinary commons across institutions”

#### **Fellow Computer Science Instructor, Computer Software System Department**

University of Washington, Tacoma, WA

09/2003 – 12/2003

- Teach Object-Oriented Programming in Java.

#### **Web Programmer /Web Designer**

Oregon Hope Chinese School, Portland, OR

01/2005 – 05/2011

- Programming in HTML, JavaScript, and PHP for school Website.

#### **Programmer Analyst II / Software Developer**

University of California, Los Angeles, CA

03/2001 – 06/2002

- Develop and Design GUI Java applications for Lab of Neuro Imaging.

#### **Software Engineer**

Vizional Technology Inc., Santa Monica, CA

09/2000 – 11/2000

- Develop Java Applications.

#### **Chemical Engineer**

HQ Chemical Engineering Inc. Beijing, P. R. China

09/1992 – 12/1995

- Work on Chemical Engineering Process Simulation and Design.

#### **PROFESSIONAL MEMEBERSHIP**

- Member of Association for Computing Machinery (ACM)

#### **PUBLICATION**

“Using course portfolios to create a disciplinary commons across institutions”  
Journal of Computing Sciences in Colleges, Volume 21, Issue 1 (October 2005)

#### **TRAINING**

- Learning Management System Canvas certification training at Northwest Vista College
- Study in learning center of ACM (Association for Computing Machinery), online
- Annual Captivate Conference, Austin, Texas
- Annual Game Developer Conference
- Faculty Professional Development, Northwest Vista College
- The Forum 2006, Technology Training, Seattle, Washington
- Course Technology Conference 2006, San Francisco, CA, 2006
- Introduction to Gaming in Computer Science, IT Faculty Development Institute, 2006
- Presenter in Northwestern Regional Conference, Consortium for Computing Sciences in Colleges, University of Washington, Bothell, 2006
- The Forum 2005, Technology Training, Seattle, Washington, 2005
- “Creative Teaching”, Seattle, Washington, 2004
- ASP.Net Web Services, IT Faculty Development Institute, 2004
- Faculty Workshop on Learning Styles, Pierce College, Washington
- Web Application using VB.net and ASP.net, IT Faculty Development Institute, 2003

\*Reference will be provided if it is requested.