

WENYUN WANG

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EDUCATION

Carnegie Mellon University

Sep 2024 - May 2026

Master of Science in Information Technology

Pittsburgh, PA, US

GPA: 3.76/4.0

Huazhong University of Science and Technology

Sep 2020 - Jun 2024

Bachelor of Engineering in Cyberspace Security

Wuhan, Hubei, China

GPA: 3.86/4.0 Awards: People's Scholarship 2021, Outstanding Graduate Project

Relevant Coursework: Introduction to Computer Systems, Data Structure and Algorithms, Computer Network, Distributed System, Web Application Development, Database System, Information Security

SKILLS

Languages: Golang, Python, C, Shell, TypeScript, JavaScript, HTML/CSS, Assembly

Tools: Git, Django, AJAX, React, MongoDB, Node.js, Docker, JMeter, DBEaver, MySQL, Kafka

Technologies: Linux, Machine Learning, Scripting/Automation, Socket Programming, Multi-threading Programming, Concurrency Control, Static Program Analysis

INTERNSHIP EXPERIENCES

DPtech Technologies Co.,Ltd.

Jul 2023 - Oct 2023

Test Development Engineer (DBEaver, JMeter, Kafka, OWASP, Scripting, Node.js)

Hangzhou, China

- Developed automated scripts for data analytics, saving the team 10 hours of work per week and identifying 21 bugs.
- Independently designed test cases for the new system and collaborated with developers to launch 3 new features.
- Collaborated in optimizing and redesigning an API risk monitoring system, improving its accuracy by nearly 5%.

China Huadian Co.,Ltd.

Jul 2022 - Aug 2022

Security Operations Engineer (Access Control, Router Operation, Oracle, Virus)

Hubei, China

- Configured firewalls and IDS for security drills, preventing unauthorized access and detecting 100+ potential attacks.
- Monitored host activities and assessed vulnerabilities, patching 28 malware-infected computers in the network.
- Maintained the internal network, assessed network topology security, and improved security policies.

Systems and Software Security Laboratory

Nov 2021 - Jun 2024

Researcher Assistant (Vulnerability, Taint Analysis, AST, XML, LLM)

Hubei, China

- Collaborated with the team to analyze 719 CVE vulnerability files, covering 16 different CWE types.
- Optimized vulnerability detection using code equivalence techniques and Codex for code completion.
- Awarded for Outstanding Student Entrepreneurship Project, presented at Wuhan Cybersecurity Innovation Forum.

PROJECTS

Multiplayer Word Guessing Game | Go, React, TypeScript, WebSocket

Dec 2024 - Jan 2025

- Built a concurrent TCP game server in Go supporting multiple game sessions with fault tolerance for player disconnections, implementing role-based state management and real-time synchronization.
- Designed a responsive React frontend with WebSocket integration, featuring role-specific UI.

SelMalDetector: A Malicious NPM Package Detector | TypeScript, Python, LLM

Feb 2023 - Jun 2024

- Collected 3000+ malicious packages and proposed a dynamic feature extraction update mechanism using LLM.
- Programmed a coding scheme for extracting 23 serialized malicious features in NPM packages.
- Detected 39 new malicious npm packages (verified by the npm community), filed a patent for the project, and earned an outstanding graduation thesis award.

Netfilter-based Network Sniffer | C, Linux kernel, Netlink

Sep 2023 - Oct 2023

- Developed a user-defined rules system for state analysis and filtering of TCP, UDP, and ICMP messages.
- Implemented NAT functionality for IP and port conversion, and leveraged Netfilter for packet processing.