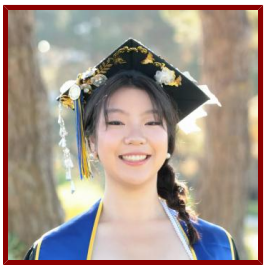
Stanford



Emily Wang

Masters Student in Computer Science, admitted Autumn 2026

Bio

BIO

Emily is a Software Engineer within the Wearables team at Meta Reality Labs, with core research interests in artificial intelligence, machine learning, agentic systems and multimodal computing.She holds dual Bachelor's degrees in Computer Science and Software Engineering from the University of California, Irvine. During her undergraduate career, she conducted research on intelligent systems, computer vision and multi-agent pathfinding algorithms.

While working full-time at Meta, Emily is pursuing a part-time Master of Science in Computer Science through Stanford University's Honors Cooperative Program (HCP). Her graduate specialization focuses on AI-enabled spatial audio, immersive XR sonics, and edge-adaptive AI systems optimized for wearable hardware.

Her work centers on merging rigorous software engineering principles with applied AI research to build robust, production-ready human-centered systems for voice processing, spatial audio delivery, wearable devices and multimodal interaction. Her long-term objective is to develop high-impact AI products while advancing her research depth in AI system architecture and multimodal intelligence. Emily welcomes academic and industry collaborative opportunities.

PROFESSIONAL AFFILIATIONS AND ACTIVITIES

- Software Engineer, Meta (2026 - present)