



Emily Wang

Masters Student in Computer Science, admitted Autumn 2026

Bio

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Emily is a Software Engineer at Meta working within Reality Labs' Wearables with interests in AI, machine learning, agentic systems, and multimodal computing. She earned dual bachelor's degrees in Computer Science and Software Engineering from UC Irvine, where she worked on research involving intelligent systems, computer vision, and multi-agent pathfinding.

Alongside her work at Meta, Emily is pursuing Stanford's part-time MS in Computer Science through the Honors Cooperative Program, with a specialized focus on AI-powered spatial audio, XR immersive sonics, and edge adaptive AI systems for wearable devices. She is particularly interested in combining strong software engineering with AI research to build practical, reliable systems for voice, spatial audio, wearables, and human-centered AI. Her long-term goal is to contribute to meaningful AI products while developing deeper research expertise in AI systems and multimodal intelligence. She is open to academic and industry collaboration opportunities.

PROFESSIONAL AFFILIATIONS AND ACTIVITIES

- Software Engineer, Meta (2026 - present)