

Jordan T. Wong

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SKILLS

- Languages: Python, Java, C, C#, HTML, JavaScript, Haskell, Prolog, Scala, Spanish
- Technologies: Git, Github, Docker, Flask, PostgreSQL

PROJECTS - (see 18jwong.github.io/ for more info and links to repos)

- **"ClassNeeds" Class Project** Summer 2020
 - Worked in a group of 4 on a website that helps students find out about classes.
 - I was responsible for the unit testing and having pages interact with our database.
 - Used the Agile/Scrum process.
 - (Python, Flask, PostgreSQL, HTML, Jinja)
- **"MonsterMind" Game** Summer 2020
 - Strategy horror game created during GMTK's 48 hour game jam.
 - 100+ views, 50+ downloads
 - (C#, Unity)
- **Distributed Systems Class Project** Fall 2019
 - Worked in a group of 4 to implement a fault-tolerant distributed system.
 - I worked on implementing responses to GET requests (ex. keys, key-count).
 - Code available upon request.
 - (Python, Flask, Docker)
- **"Defenstruments" Game** Summer 2019
 - Worked on a tower defense game inspired by "Plants vs Zombies."
 - (C#, Unity)
- **Making, Hacking, & Tinkering Class Project** Winter 2018
 - Created a simple arcade-like game on Khan Academy.
 - <https://www.khanacademy.org/computer-programming/game/4623738320486400>
 - (Javascript)
- **Senior Seminar Class Project** January 2018
 - Presented my first puzzle game after 100 hours learning about games.
 - (C#, Unity)

EMPLOYMENT

- **Food Service Worker - Crown Dining Hall, UC Santa Cruz Dining, Santa Cruz, CA** Sep 2018 - Mar 2020
 - Provided excellent customer service to dining hall patrons.
 - Worked with other student workers as a team wherever needed.

EDUCATION

University of California, Santa Cruz, Santa Cruz, CA

Enrolled Fall 2018
Anticipated Completion Fall 2021

- Major: Bachelor of Science in Computer Science
- GPA: 3.83

Relevant Coursework

- Intro to Data Structures | Applied Discrete Mathematics | Distributed Systems
- Computer Architecture | Probability and Statistics for Engineers
- Applied Machine Learning | Computer Systems Design