

# 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/](https://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.
  - (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