

Jordan T. Wong

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GitHub: github.com/18jwong

Education

University of California, Santa Cruz, Santa Cruz, CA

Enrolled Fall 2018

- Major: Bachelor of Science in Computer Science
- GPA: 3.83
- Activities: Data Science Slugs, Jazz Big Band, Wind Ensemble, Slug Gaming

Sacred Heart Cathedral Preparatory, San Francisco, CA

Graduated May 2018

- Weighted Overall GPA: 4.45
- Activities: Concert Band, Jazz Band, Sax Ensemble Head, Tech Crew Head Builder, Ultimate Frisbee, Chess Club

Relevant Coursework

- Fall 2018: CMPS 12A Introduction to Programming (Accelerated) | Math 23A Vector Calculus
- Winter 2019: CMPS 12B Introduction to Data Structures | CMPE 16 Applied Discrete Mathematics
- Spring 2019: CMPS 101 Abstract Data Types | CMPE 12 Com Sys/Assembly Lan | Math 21 Linear Algebra
- Fall 2019: CSE 112 Compar Prog Lang | CSE 138 Distributed Systems
- Planned: Applied Machine Learning | Computer Systems Design | Computer Security

Honors/Awards

- **Director's Instrumental Music Award**, Sacred Heart Cathedral Preparatory 2018
Award for leadership and musical excellence
- **National Merit Program Commended Student**, Sacred Heart Cathedral Preparatory 2018

Experience

Employment

- **Food Service Worker** - Crown Dining Hall, UC Santa Cruz Dining, Santa Cruz, CA Fall 2018-present
 - Providing excellent customer service to dining hall patrons
- **Field Technician**, CenturyLink, Sunnyvale, CA via Unitek, Castro Valley, CA July-August 2018
 - Assisted with installation of communications equipment and fiber cables
- **Bike Courier**, DoorDash, San Francisco, CA Summer 2018
- **Volunteer Camp Counselor**, Sacred Heart Cathedral Preparatory, San Francisco, CA
 - Industrial Art Camp - Tim Mahoney, Director Summers 2016-2018
 - Making Music Camp - Chris Nalls, Director Summer 2018

Projects

- **Senior Seminar January Project (High School)** January 2018
 - Presented my puzzle game written in C# through the Unity game engine
 - Composed the music for the game
 - <https://github.com/18jwong/janproj>
- **Making, Hacking, & Tinkering-Physics Coding Project (High School)** Winter 2018
 - Created a game written in JavaScript on Khan Academy
 - <https://www.khanacademy.org/computer-programming/game/4623738320486400>
- **CMPS 101 Algorithms and Abstract Data Types Assignments** Spring 2019
 - Implemented and used Breadth First Search to find a shortest path in a graph, as well as Depth First Search to find Strongly-Connected-Components
 - Code available upon request
- **CSE 138 Distributed Systems Class Project** Fall 2019
 - Worked in a group of 4 on a project that involved implementing and managing a fault-tolerant distributed system (using Python, Flask, and Docker)
 - Generally I worked on implementing code to respond to GET requests (ex. keys, key-count)
 - Code available upon request
- **"Defenstruments" / MITD (Personal)** 2019 - present
 - Working on a tower defense game inspired by "Plants vs Zombies" in Unity
 - <https://github.com/18jwong/MITD>

Technical Skills

- Experience with Python, Java, JavaScript, C, C#, Haskell, Prolog, Scala, HTML, Git