Jordan T. Wong

jordantylerwong@gmail.com | 18jwong.github.io/ | linkedin.com/in/jordan-wong-530a83166/ | (415) 728-3949

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
- Activities: Data Science @ SC, Jazz Big Band, Wind Ensemble, Slug Gaming

Relevant Coursework
- Taken:
    - Intro to Data Structures **|** Applied Discrete Mathematics **|** Distributed Systems
    - Computer Architecture **|** Probability and Statistics for Engineers
    - Applied Machine Learning **|** Computer Systems Design
- Planned:
    - Computer Security

Sacred Heart Cathedral Preparatory, San Francisco, CA

Graduated May 2018

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

Experience

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

Projects - (see 18jwong.github.io/ for more info and links to repos)
- *"ClassNeeds"* **- Class Project (*CSE 115A*)**   Summer 2020
    - Worked in a group of 4 on a website that helps students find out more about classes
    - Used the Agile/Scrum process. I mostly contributed to the Ratings system, Curriculum page, and unit testing of the site, while learning to interact with a database for the first time.
- *"MonsterMind"* **- Game (Personal)**   Summer 2020
    - Strategy horror game created during GMTK's 48 hour game jam
- *"Defenstruments"* **- Game (Personal)**   Summer 2019
    - Worked on a tower defense game inspired by "Plants vs Zombies" in Unity
- *Distributed Systems* **- Class Project (*CSE 138*)**   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
- *Algorithms and Abstract Data Types* **- Assignments (*CMPS 101*)**   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
- *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
- *Senior Seminar* **- January Project (High School)**   January 2018
    - Presented my puzzle game written in C# through the Unity game engine

Employment
- *Food Service Worker -* *Crown Dining Hall, UC Santa Cruz Dining*, Santa Cruz, CA   Fall 2018 -
    - Provided excellent customer service to dining hall patrons   Winter 2020
    - Worked with other student workers as a team wherever needed
- *Field Technician, CenturyLink,* Sunnyvale, CA   July-August 2018
    - Assisted with installation of communications equipment and fiber cables
- *Bike Courier,* *DoorDash,* San Francisco, CA   Summer 2018