

Nathan Wong

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EDUCATION

University of Alberta | 2020 - Present

BSc – Specialization in Computing Science

- Currently enrolled in third year of program.
- Expected Graduation: 2025.

PROJECTS

QR-Hunter

- A QR code geo-catching Android mobile application in Java.
- Lead UI & UX designer, creating mockups, storyboard sequences, and prototypes with Figma.
- Worked in an Agile-based team environment using organizational tools such as GitHub and Notion.
- Implemented Google Maps API and use of Google's Firestore database.

'ED' Text Editor

- Simple text editor based off the 1960 "ed" line-based editor for Linux.
- Features including searching, file I/O, and file persistence.

Pong

- Object-Oriented approach for re-creating the Pong game.
- Use of different player classes, and objects (ball, paddle) they interact with.

WORK EXPERIENCE

Uniqlo Co., Ltd | Advanced Sales Associate | 08/2019 – 10/2021

- Maintaining a professional work environment to accurately reflect the company's values and products.
- Developed a disciplined work ethic which correlated to average daily company earnings of six figures.
- Strong communication and marketing skills through advertising of the store's app to customers.

Tsujiri | Barista & Shift Supervisor | 7/2021 – 11/2022

- Training and leading employees throughout shifts.
- Shift scheduling responsibilities, and tracking sales statistics through Excel.
- Communication with management and employees through Slack.

Skills

- Proficient in Python, C, Java, HTML, CSS, Figma, SQL, MongoDB, Microsoft Office suite.
- Understanding upholding of database securities such as preventing injection.
- Friendly, reliable, and genuine.

Interests

- Avid volleyball player, musician, fitness.
- Business, and personal finance.
- Creating custom mechanical keyboards.