Ryan Wong

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EDUCATION

Bachelor of Science, **Computer Science**
University of California, Davis, Davis, CA — Sep 2020 – Dec 2022
Associate of Science, **Computer Science Applications and Development**
College of San Mateo, San Mateo, CA — Aug 2018 – May 2020

RELEVANT COURSEWORK

Web Programming, Data Structures, Computer Networks, Algorithms, Software Programming, Object Oriented Programming

SKILLS

Coding:

- Java, C++, C#, C, Python, Rust, HTML, CSS, JavaScript, React, Node.js, Git, Assembly, Bash, SQL
- Understanding of blockchain and consensus protocol
- Functional Programming and Object-Orientated Programming
- Design patterns, data structures, computational algorithms, and Lambda expressions
- Familiar with product lifestyle methodology framework: Agile, waterfall, etc.

Additional skills:

- Fluent in Cantonese
- Skilled with data entry and Microsoft Office
- Scheduling events using Microsoft Outlook
- Ability to collaborate, exchange, and integrate ideas

PROFESSIONAL EXPERIENCE

Undergraduate Researcher, Expo Lab
Davis, CA — Jun 2022 - Sep 2022

- Evaluated and presented bi-monthly reports on the competitor's time efficiency to reach blockchain consensus
- Collected data to compare between more efficient systems

Service Desk Administrator, Model N
San Mateo, CA — Jun 2019 – Sep 2019, Dec 2019, Mar 2020 – Aug 2020

- Managed the onboarding/offboarding process for 300+ company employees
- Wrote technical documentations using Confluence
- Created and maintained technical documentation to improve troubleshooting processes in order to elevate office efficiency
- Ran and analyzed reports to monitor inventory of company electronics
- Solved 6-8 problems daily of 50+ company employees regarding technical difficulties, computer upgrades, workspace management, and more through Jira
- Worked effectively and efficiently in small and large team environments
- Troubleshooted issues with hardware, software and devices
- Tested new integrated software changes

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PROJECTS

Game Project: **Knight Quest, Creator**
UC Davis May 2022

- In charge of movement/input, cross platform, logic, and testing
- Created a cross platform game on desktop, web, and mobile using C#
- Understood and improved team workflow through cooperating in a group
- Conducted interviews to collect feedback for game improvement

Blockchain Project, Personal

- Implemented a proof-of-work consensus blockchain algorithm
- Stored and retrieved blockchain data using SQLite database
- Wrote comprehensive unit tests to verify the functionality of the blockchain and its interactions with the database
- Implemented encryption algorithm, SHA-256, a hash function for secure block data encoding
- Managed difficulty level of the proof-of-work algorithm to regulate block mining speed
- The entire application is able to store and retrieve blocks in a decentralized manner

Badminton Match Card PDF Generator, Badminton Club

Developed a Python script to convert JSON data into Badminton Match Cards printouts in PDF format. The script utilizes the REeportLab library for PDF generation and includes functionality to abbreviate long player names, wrap text, and draw tables with custom formatting. The project involved reading and parsing JSON data from a file and generating a PDF with multiple match cards on a single page.

- Streamlined the process of generating Badminton Match Cards, saving time and effort for event organizers.
- Improved readability and aesthetics of match cards with custom formatting and abbreviations.
- Designed and implemented a data processing tool using Python to extract, transform, and load data from a CSV file into a database.
- Successfully processed and analyzed 500 rows of data to identify trends and patterns for further analysis.
- Utilized pandas library to clean, manipulate, and aggregate data, resulting in a 30% reduction in processing time.