Jason Wong

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EDUCATION

Hunter College <div align="right">New York City, New York</div>
Bachelor of Arts in Computer Science; **GPA: 3.80/4.00** <div align="right">*Sep 2019 – May 2023*</div>
Minor Degree in Media Studies; **GPA: 4.00/4.00** <div align="right">*Oct 2020 – May 2023*</div>

SKILLS

Programming Languages: TypeScript, JavaScript, C++, HTML, CSS, Python

Frameworks & Libraries: React.js, Zustand, Node.js, Three.js, Material UI, Bootstrap, shadcn

Technologies: Git, VSCode, Figma, Ubuntu Linux, Google Firebase, AWS, Google Cloud Platform (GCP), Blender, Microsoft Word, Microsoft Excel, Microsoft PowerPoint

Credentials & Certifications: Google Cybersecurity Certificate, NOCTI Fundamentals of Project Management

PROJECTS

Whiteboard | *GitHub* | *Website*
- Designed and developed a React based Kanban board application to help visualize personal goals, tasks and streamline task management
- Used Zustand for efficient global state management, ensuring a responsive and interactive user experience in tracking and managing tasks, leading to a 15% improvement in application speed and responsiveness
- Leveraged drag-and-drop functionality for users to intuitively organize and prioritize tasks using React Beautiful DnD library

SchoolsDB | *GitHub* | *Website*
- Led a 3-person engineering team in developing a React app that aggregates vital information about NYC high schools, empowering users to make informed decisions on school selection
- Reduced the number blockers in our development cycle by 40% through the use of agile methodologies, like daily stand up meetings and code review and troubleshooting sessions to improve project efficiency
- Designed and implemented features including account creation, creating, updating, displaying and deleting and storing user reviews of schools on Google Firebase, displaying statistical data of schools and searching and filtering for schools based on desired characteristics

Pokey.dex | *GitHub* | *Website*
- A vanilla JavaScript, HTML and CSS web application that utilizes the PokeAPI to provide detailed information about Pokèmons species and their characteristics
- Implemented searching by name and filtering by generation for users to quickly find and explore their favorite Pokemon and responsive design for optimal user experience on various devices
- Overcame fetching issues when accessing the PokeAPI by implementing caching mechanisms to improve data retrieval speed

WORK EXPERIENCE

Boy's Club of New York <div align="right">Flushing, New York</div>
Assistant Group Leader <div align="right">*June 2022 – Aug 2022*</div>
- Assisted in the supervision and coordination of the daily activities of a group of 10-21 boys through collaborating with fellow leaders to create a well rounded program
- Worked with group leaders to plan, implement and facilitate age-appropriate and engaging curriculum, activities, and games for members, resulting in an 20% increase in engagement
- Oversaw and organized team-building exercises within the group, resulting in improved group cohesion and attentiveness of members

EGD Game Studio Program <div align="right">New York City, New York</div>
Fellow <div align="right">*Sep 2019 – Sep 2021*</div>
- Collaborated in a small team to design the UI/UX of games and develop games in Unity and C# in one week sprints
- Showcased our games at events like Global Game Jam 2021 and CUNY Hackathon 2020 and effectively communicated with event attendees, explaining game concepts, features, and mechanics of our game in a clear and engaging manner
- Coordinated with other developers in designing UI/UX interfaces and artwork for the games