

Jason Wong

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EDUCATION

CUNY Hunter College

B.A. in Computer Science; GPA: 3.79/4.00

Minor Degree in Media Studies; GPA: 4.00/4.00

New York City, New York

Sep 2019 – May 2023

Oct 2020 – May 2023

SKILLS

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

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

Technologies: Git, VSCode, Figma, Linux (Ubuntu), Google Firebase, AWS, Google Cloud Platform (GCP), Microsoft Office 365, Blender

Credentials & Certifications: [Google Cybersecurity Certificate](#), [NOCTI Fundamentals of Project Management](#)

PROJECTS

SchoolsDB | [GitHub](#)

- Led a small team of 3 engineers to develop and design a React application that aggregates data about high schools in the New York City area to allow users to make informed decisions selecting which high school to go to and allowing users to review those schools
- Reduced the number blockers in our development cycle by 40% through the use of agile methodologies, like daily stand up meetings and code review 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](#)

- A vanilla JavaScript, HTML and CSS web application that uses the PokeAPI to get data about Pokèmons
- Implemented searching by name and filtering by generation and mobile responsiveness

Quality of Life INNOVATIONS Research Project

- Devised, conducted and analyzed market research on how blue light affects sleeping patterns in teenagers
- Developed and deployed an informational website as our solution for our issue using HTML, CSS and JavaScript based on our market research
- Wrote and submitted a 30-page MLA research findings paper as well as presenting our findings in front of 30 people

WORK EXPERIENCE

Boy's Club of New York

Assistant Group Leader

Flushing, New York

June 2022 – Aug 2022

- Assisted in the supervision and coordination of the daily activities of a group of 10-21 boys
- Worked with group leaders to plan, implement and facilitate age-appropriate curriculum, activities, and games for members
- Used behavior management strategies to defuse inappropriate behavior and communicate behavior incidents with the Age Group Director and group leaders

EGD Game Studio Program

Fellow

New York City, New York

Sep 2019 – Sep 2021

- Worked and collaborated in a small game studio of a larger program and developed my UI design skills
- Developed and presented small indie games within the fellowship and outside events
- Coded and developed games using Unity and C#
- Coordinated with other developers in designing UI/UX interfaces and artwork for the games