

Jeffrey Wong

jeffreyw.wong@mail.utoronto.ca | 647-998-6287 | [linkedIn/JeffreyWong05](https://www.linkedin.com/in/JeffreyWong05) | [github/JeffreyWong05](https://github.com/JeffreyWong05) | <https://jeffreywong05.github.io/>

EDUCATION

Honours Bachelor of Science in Statistical Machine Learning
UNIVERSITY OF TORONTO SCARBOROUGH

Scarborough, ON. | Sept 2019-present

WORK EXPERIENCE

NEEDSPOT | SOFTWARE DEVELOPER INTERN

Toronto, ON | Aug 2022-Sep 2022

- Developed REST API in **Python** with **Flask** to perform CRUD operations and data analysis
- Assisted with proof of concepts of both supervised and unsupervised machine learning algorithm to determine best fit for data set.
- Developed and optimized rule-based algorithm to detect top 3 most qualified candidates, reducing runtime by 20%

KOBLE | SOFTWARE DEVELOPMENT ENGINEER INTERN

Toronto, ON | May 2022-Aug 2022

- Developed full stack mobile application in **Dart** with **Flutter**.
- Architected REST APIs and implemented endpoints for upvote system using **Flask**.
- Reformatted legacy codebases by following object-oriented programming principles to facilitate reusability, reducing development time by 30%
- Normalized data in MongoDB, reducing query response time by 10%

TRI-WAY EDUCATION | SOFTWARE DEVELOPER

Toronto, ON | July 2019 - Aug 2019

- Architected and performed quality assurance on several prototype applications developed using the Unity Game Engine
- Researched various components of Unity including mesh colliders, event triggers and access modifiers for game objects
- Participated in Scrum meetings with other Software Engineers and briefed stakeholders on project scopes

SKILLS

Languages: Java, Python, C#, C, JavaScript, Dart, HTML, CSS

Frameworks: React, Flutter, Flask, Django

Tools: Git, Unity, MongoDB, Firebase, Postman, Android Studio

PROJECTS

PUNCHQUEST UNITY 2D GAME 

C#, UNITY, A* PATHFINDING

- Implemented **A* pathfinding** algorithms for non-player character interactions.
- Developed combat system using boundary event triggers to determine the state of non-player characters
- Developed **C#** scripts for player movement, collision events and boundary events.

YGO AI CARD GENERATOR 

OPENAI, REACT, JAVASCRIPT, CSS, HTML

- Hosted a local website using **React** for users to generate a trading card based on text input.
- Used API **OpenAI** to generate visuals, names, attributes, and other card values.

HONORS & AWARDS

University of Toronto Entrance Scholarship
UNIVERSITY OF TORONTO SCARBOROUGH

Scarborough, ON. | Sept 2019

- Monetary Value: \$2,000.00