# Jonathan C. Wong

Tampa, FL | jcwong@usf.edu | (813) 606-0374
https://jwongthecodyboy.github.io/Portfolio-website/

## EDUCATION

University of South Florida — Tampa, FL
**Bachelor of Science in Computer Engineering** — Aug. 2022 - May 2026
*GPA: 3.86 / 4.0*

## EXPERIENCE

**Student Developer** — Tampa, FL
*USF Advanced Visualization Center* — Jun. 2024 – Present

- Researched and developed VR/AR education applications for Quest 3 headsets using Unity
- Assisted in converting PHP files to HTML and CSS, improving runtime performance by **43.7 %** (**from 1473ms to 829ms** document load time) and responsiveness across different devices on our public website
- Presented demonstrations of VR applications in medical space at USF Tanjia College of Pharmacy's grand opening, reaching local news channel **Fox 13**

**Vice President | Technical Head** — Tampa, FL
*USF Game Development Club* — Jul. 2024 – Present

- Improved average attendance by **3.8x** (**from 11 to 42**) through designing and preparing workshops for students with variety of experience, implementing Google Code Labs, Python, Unity, Blender and Godot into the workshops
- Increased **26.1 %** in student members from previous year (**188 -> 237 Undergraduate Members**)

## PROJECTS

**Head Tracker (Robotics)** — Remote
*Python, Arduino, OpenCV* — Jun. 2024

- Engineered a head tracking system that shines a laser on the user's forehead with an **86.3 %** accuracy
- Designed tracking program with Python and OpenCV to detect and track real-time facial movements and communicates the location to the Arduino that will then calculate the pitch and yaw angles for the servos

**Where Did We Go Wrong (Unity)** — Remote
*Unity, Game Development, Level Design, C#, Game Jam, Overtop Turn Base* — Nov. 2023

- Designed and developed a game in 48 hours, which seized **1st place** in a competition against 8 other competitors
- Utilized Unity to create a **custom enemy pathfinding AI**, a turn-based movement system, and gameplay algorithm which the player will barely escape the monster and the slightest of mistakes could be fatal

**Greg the Game (Unity)** — Remote
*Unity, Game Development, Level Design, C#, First Person Shooter* — Sep. 2023 – Oct. 2023

- Designed and developed a **scalable dynamic platformer and first-person shooter** game with a flexible character controller, and object oriented gun scripts
- Abstracted character controller script by designing a main script which calls on different movement component scripts easing the process of adding new abilities and control what the player is allowed to do on different levels

## TECHNICAL SKILLS

**Developer Tools**: Unity, Blender, React, Tailwind, Bootstrap, Arduino
**Programing Languages**: Python, JavaScript, C, C#, C++, HTML, CSS

## AWARDS AND CERTIFICATIONS

USF 2022 Hack Jam Hardware Track 1st Place Winners, Bright Future Academic Scholar,
USF Directors Award, ITF+ Certified