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 — May 2026
GPA: 3.85 / 4.0

TECHNICAL SKILLS

Developer Programs: Blender, Unity, Tinker CAD, Arduino
Programing Languages: Python, Java, JavaScript, C, C#, C++, HTML, CSS

PROJECTS

Where Did We Go Wrong (Unity) — **Remote**
Unity, Game Development, Level Design, C#, Game Jam, Horror Game — *November* 2023

- Using Unity created custom enemy pathfinding AI, resource management system, and deemphasized combat through a unique turn-based movements and seized **1st place** in the competition against 8 other competitors
- Participated solo in USF GameDev club 48-hour game jam with the topic Flashlight
- Had the role of game designer, game developer, programmer, level designer, and development tester when developing the game

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

- Over total of 1500 lines of code, implementing a flexible character controller, grappling hook system, dynamic camera, gun system, and custom AI scripts resulting in a fast-paced platformer and first-person shooter game
- Needed many different types of guns, so implemented the gun system using 3 object-oriented scripts, resulting abstract code that can easily implement over 30,000 possible customizable guns
- Acted as game designer, game developer, 3D artist, programmer, development tester, level designer, and UI/UX designer

Portfolio Website (Web design) — **Remote**
JavaScript, HTML, CSS, Frontend Web development — *January* 2024

- Needed a more efficient way to communicate information about me to recruiters, I developed an animated and responsive website using JavaScript, HTML, and CSS, resulting in a website that can access links and present my professional details
- This website achieved a 1.3s deployment time , 0.8s First Contentful Paint, and a 1s Largest Contentful Paint

3D Modeling — **Remote**
Blender, TinkerCAD — January 2023 – Present

- Utilized Blender to create characters and objects through the usage of sculpting, remeshing, and UV wrapping
- In less than 5 hours, completed 6-gun models and UV maps from scratch by drawing 2D drafts then recreating it in 3D space
- Created simple Humanoid Rig using Blender's Rigify packet enabling me to make animation and ragdolls in Unity

EGN 3000L: Foundations of Engineering Lab Robot — **University of South Florida**
Teamwork, Group management, TinkerCAD, Designed a follower with 3D printing and Arduino — October – December 2022

- In a 4-person team, designed and built a line follower robot limited to a $45 budget, space constraints, and limited electronics
- In the group I was assigned as the Design Lead and Project Lead. As Project Lead organized and documented meetings, by outlining our meeting plans we were able to have meetings finishing in 40 minutes or less. As Design Lead created a 3D model of our robot and prepared it for 3D printing, and after 8 prototypes we were able to perfect the final design of the robot
- Assisted the Electronic Lead, together we were able to submit an 85% functional robot by the project deadline

CERTIFICATION AND AWARDS

- USF 2022 Hack Jam Hardware Track 1st Place Winner — October 9, 2022
- Bright Future Academic Scholarship — August 26, 2022
- USF Directors Award — August 26, 2022
- ITF+ Certified — April 21, 2022