Jonathan C. Wong

jcwong@usf.edu
Tampa, FL 33624

Education:

University of South Florida — Tampa, FL
Bachelor of Science in Computer Engineering — Expected May 2026
GPA: 3.85 / 4.0

Technical Skills:

Programing skills:
- Python (Intermediate)
- Java (Intermediate)
- C# (Basic)
- JavaScript (Basic)
- Object Oriented Programing (Intermediate)

Additional Skills:
- Blender (Basic)
- Unity (Basic)
- Tinker CAD (Basic)

Certificates and Awards:

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- USF 2022 Hack Jam Hardware Track 1st Place Winner — October 9, 2022
  utilized Verilog to design a 4-bit counter on a Cmod S7 achieved 1st place in a competition of over 200 participants
- Bright Future Academic Scholarship — August 26, 2022
  A full-ride scholarship to any Florida public college awarded to students with high academic achievements
- USF Directors Award — August 26, 2022
- ITF+ Certified — April 21, 2022
- IC3spark Certified — October 27, 2017

Projects:

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

- Designed website that acts as a quick access hub that presents me and the projects that I have worked on
- Form a responsive website using CSS and JavaScript that changes the formatting when website is resized

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

- 2D overtop turn based horror game winning 1st place in USF GameDev club Spooky game jam
- Customized enemy AI to find and attack player through modifying popular Unity Navmesh agent packet
- To make my game more unique and fulfil the requirements to be a horror game, Programed a pre-input movement script and flash light system which limits the player's abilities implementing deemphasized combat and resource management in the game

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

- Created a mixed first-person shooter and a fast paced platformer game through the usage of Unity 3D Physics engine and C#
- Utilized Unity TMPro GUI assets to create a simplistic organized HUD screen and menu screens for the game
- Implemented a highly customizable gun system with 3 scripts, resulting in reusable code for future implementations of guns
- Used free assets from Asset Store such as Unity Particle pack to save time and improved the overall quality Greg the game

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

- Utilized Blender to create characters and object through the usage of sculpting, remeshing, and UV wrapping
- In less than 8 hours, completed 6 gun models and UV maps from scratch by drawing 2D drafts then recreate it in 3D space
- Created simple Humanoid Rig using Blender's Rigify packet that I used for 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 group, designed and built a follower robot which is limited by a given budget, space, and electronic requirements
- Acted as Design Lead and Project Lead, as Project Lead organized and documented meetings for the group, as the Design Lead created a 3D model shell for the robot and prepared it for 3D printing producing a functional shell for the robot components
- Assisted the Electronic Lead with my background of circuits to ensure a functional robot by the project deadline