



# Jonathan C. Wong

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## Education:

University of South Florida

**Bachelor of Science in Computer Engineering**

GPA: 3.85 / 4.0

Tampa, FL

Expected May 2026

## 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:

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

## Projects:

### Portfolio Website (Web design)

JavaScript, HTML, CSS

Remote

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)

Unity, Game Development, Level Design, C#, Game Jam, Horror Game

Remote

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)

Unity, Game Development, Level Design, C#, First Person Shooter

Remote

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

Blender, TinkerCAD

Remote

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

Teamwork, Group management, TinkerCAD, Designed a follower with 3D printing and Arduino

University of South Florida

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