



# Jonathan C. Wong

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<https://jwongthecodyboy.github.io/Portfolio-website/>



## EDUCATION

University of South Florida  
**Bachelor of Science in Computer Engineering**  
GPA: 3.85 / 4.0

Tampa, FL  
May 2026

## EXPERIENCE

**USF | Advanced Visualization Center**  
*Student Developer*

Tampa, FL  
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 document loading performance by **43.7%** and ensured 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**

**Game Development Club**  
*Vice President and Technical Head*

Tampa, FL  
Jul. 2024 – Present

- Prepared, developed, and presented **24 workshops** using Google Codelabs, Python, Unity, Blender, and Godot. Improved average attendance per workshop by **380%** and **2920%** in Instagram attention compared to last year
- Increased **63.3%** in student membership from previous year (**188 -> 307 Undergraduate Members**)

## PROJECTS

**Head Tracker (Robotics)**  
*Python, Arduino, OpenCV*

Remote  
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)**

*Unity, Game Development, Level Design, C#, Game Jam, Overtop Turn Base*

Remote  
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)**

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

Remote  
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, Quest 3

**Programming 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