



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 **67%** in student membership from previous year (**188 -> 314 Undergraduate Members**)

PROJECTS

Head Tracker (Robotics)
Python, Arduino, OpenCV, C++

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
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