



Jonathan C. Wong

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



EDUCATION

University of South Florida
Bachelor of Science in Computer Engineering

May 2026
GPA: 3.84 / 4.0

EXPERIENCE

Guidance, Navigation, and Control - System Engineer Intern

Lockheed Martin Missiles and Fire Control

Orlando, FL
May 2025 – August 2025

- Developed multiple high-fidelity IR sensor simulation scenarios using Unreal Engine post processing pipeline and Lockheed proprietary software to develop shader materials recreating the thermal properties of real-world targets
- Contributed to the redesign of a TCP networking protocol, replacing a static, single-item packet system with a modular structure that vertically scales to handle multiple video angle data between simulation and visualizer

Student Developer

USF Advanced Visualization Center

Tampa, FL
June 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**

LEADERSHIP

Vice President | Technical Head

USF Game Development Club

Tampa, FL
July 2024 – May 2025

- Secured an **\$862 interim budget** for a newly funded club within 3 months then successfully **advocated** for a **76% increase to \$1,521** for the following year
- Drove record growth by **leading a 5-person team** to develop and present **22 technical workshops and events**, resulting in a **380% increase in attendance** and a **2,920% surge in Instagram engagement** compared to last year
- Increased **63.3%** in student members from previous year (**188 -> 307 Undergraduate Members**)

PROJECTS

Peaceful Valley (Unity, VR/AR) | *Unity, Game Development, Level Design, C#, VR/AR*

April 2025

- Obtained **3rd place** in a 48-hour Hackathon of **200 participants** hosted at USF in a 3-person team
- Implemented an audio management system, static visuals, and custom animal random walk pathfinding system

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

June 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#*

November 2023

- Designed and developed a game in 24 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

TECHNICAL SKILLS

Developer Tools: Unity, Blender, React, Tailwind, Bootstrap, Arduino, Quest 3, Unreal Engine

Programing Languages: Python, Java, JavaScript, C, C#, C++, HTML, CSS