Jonathan C. Wong

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

EDUCATION

University of South Florida — Tampa, FL
Bachelor of Science in Computer Engineering — May 2026
GPA: 3.86 / 4.0

TECHNICAL SKILLS

Developer Programs: Blender, Unity, Tinker CAD, Arduino
Programing Languages: Python, Java, JavaScript, C, C#, C++, HTML, CSS

PROJECTS

Head Tracker (Robotics) — **Remote**
Python, Arduino, OpenCV — June 2024

- Developed a head tracking system using **Python** and **OpenCV** to detect and track facial movements in real-time which communicates to an Arduino that automatically targets the user's forehead using two servos, a laser and trigonometry

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

- Using Unity created custom enemy pathfinding AI, resource management system, 2D flashlight system and deemphasized combat through a unique turn-based movements and won **1st place** in the competition against 8 other competitors
- Participated solo in USF GameDev Club 48-hour game jam with the theme "Flashlight." conceptualized, designed and implemented game mechanics while managing milestones to ensure timely completion of the horror game

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

- Over 1500 lines of code, implementing a scalable character controller, grappling hook system, dynamic camera, scalable gun system, and custom enemy AI scripts for a multi-directional platformer and first-person shooter game
- Designed object oriented gun system and character controller, enabling easier customization and future implementations

Portfolio Website (Web design) — **Remote**
JavaScript, HTML, CSS, Frontend Web development, Three.js — January 2024

- Developed an animated and responsive frontend for all platforms using JavaScript, HTML, and CSS
- Integrated **Google's model-viewer**, enabling easy upload, modify, and view 3D models, enhancing interactivity

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

- Utilized Blender to create characters and objects through the usage of sculpting, remeshing, and UV wrapping
- In less than 5 hours, completed 6 gun models and UV maps from scratch by drawing 2D drafts then recreating it in 3D space
- Created simple Humanoid Rig using Blender's Rigify packet enabling me to make animation and ragdolls in Unity

EGN 3000L: Foundations of Engineering Lab Robot — **University of South Florida**
Teamwork, Group management, TinkerCAD, Designed a follower with Arduino — October – December 2022

- In a 4-person team, designed and built a line follower robot limited to a $45 budget, space constraints, and limited electronics
- Acted as Design Lead and Project Lead. Organized efficient meetings that consistently finish in under 40 minutes. Created and refined a 3D model of our robot overseeing 8 prototypes to achieve the final perfected design ready for 3D printing

CERTIFICATION AND AWARDS

- USF 2022 Hack Jam Hardware Track 1st Place Winner — October 9, 2022
- Bright Future Academic Scholarship — August 26, 2022
- USF Directors Award — August 26, 2022
- ITF+ Certified — April 21, 2022