



KEVIN WONG

3rd Year, Computer Science Major

(403) 829-0327 ❖ kevwong711@gmail.com ❖ github.com/KeveenWong ❖ linkedin.com/in/kevinwong711

TECHNICAL SKILLS

Programming	Java, C/C++, Python, HTML, CSS, JavaScript, TypeScript, SQL, PHP
Software & Tools	VSCode, PyCharm, React, Jenkins, Atlassian software, Linux, Git, Godot, Unity

WORK EXPERIENCE

Boeing Vancouver	Jan 2023 – Current
<i>Software Development Engineer, Flight Data Analytics</i>	<i>Vancouver, BC</i>

- Develop new entries for flight datapoint information for customer-facing software to improve customers' legibility of datapoint performance for all recorded flight data
- Improve admin web application by updating depreciated methods with upgraded functionalities

Microchip Technology	Sep 2022 – Dec 2022
<i>Software Development Engineer, Communication Business Unit</i>	<i>Vancouver, BC</i>

- Design and implement tests for embedded software drivers running on SoC communication devices
- Develop the Python test framework; maintain and enhance Jenkins regression test environment

PROJECTS

<u>nwHacks 2023: SmartSlides</u>	Jan 2023
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- Worked with a team of 4 to develop an AI-powered slideshow including custom generated images and text about any chosen topic and ideas inputted the user
- Built with Next.js and Typescript and utilizing Google Slides API and OpenAI APIs

<u>UBC Game Development: DATHORA</u>	Oct 2020 – April 2022
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- Directed a team of **10-15 club members** comprised of musicians, artists, animators, and programmers, and writers in making an RPG game demo using Unity Engine, Godot Engine, and supporting software
- Organized team meetings, managed multiple sub-teams and delegated workloads to flesh out all aspects of the game using Trello and Discord
- Developed trailers and demos throughout the year and showcased it on a livestream of over **150 concurrent viewers**, including a panel of **5+ industry professionals** from local game studios
- **Technologies:** GDScript, Unity, Godot, Aseprite, Reaper, Trello, GitHub

<u>Pomodoro Timer Productivity Application</u>	2021
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- Designed, implemented, and thoroughly tested a Pomodoro timer application with a gamified twist from scratch for term project
- Utilized Java, IntelliJ, and JUnit testing; implemented saving and loading features and a GUI for the application with Java Swing API
- **Technologies:** IntelliJ, Java, Java Swing API, JUnit, JSON

EDUCATION

University of British Columbia, Vancouver	Sep 2020 – Apr 2025
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BSc. Computer Science

- UBC Dean's Honour List – 2020-2021 Winter Session