

Laurence L. Fong

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EDUCATION

University of Southern California – Viterbi School of Engineering Los Angeles, CA
Bachelor of Science in Computer Science May 2020

Relevant Coursework: Data Structures (C/C++), Intro to Programming (C/C++),
Web Publishing(HTML/CSS), Intro to Computer Science, Intro to Interactive Media GPA: 3.61

New York University – College of Arts and Science New York, NY
Bachelor of Science in Computer Science, Minor in Web Development Transferred Fall 2017
Relevant Coursework: Data Structures (Java), Web Development, Microeconomics GPA: 3.45

PROJECTS

USC Bingo (HTML/CSS and JavaScript) | Los Angeles, CA *April 7th – 8th, 2018*

- Led a team of Freshman CS students in USC's premier semesterly Hackathon: TrojanHacks
- Created a web application for USC-relevant Bingo with randomized boards for each playthrough
- Our program earned the title of "Best Freshman Hack" for the event.

Social Network (C++) | Los Angeles, CA *August 2017 – December 2017*

- Modeled a social network using User and Network objects
- Implemented breadth-first search to efficiently perform Network functions (print all users, print a user's friend network, suggest friends for a user, etc.)

NYC Street Trees (Java) | New York, NY *January 2017 – June 2017*

- Developed program to process New York City tree census data of over 600,000 trees throughout the city
- Implemented a binary search tree data structure to store and process tree information, along with a UI that allows the user to interface with the dataset in multiple ways (search by species, search by borough, etc.)

Tic-Tac-Toe (Python) | New York, NY *August 2016 – December 2016*

- Created Tic-Tac-Toe game with both single and two-player functionality
- Developed algorithm for computer player that selects the best possible move when playing single-player mode

WORK EXPERIENCE

New York University Student Technology Center New York, CA
Student Technology Assistant January 2017 – June 2017

- Provided customer service to clients through troubleshooting issues with software, hardware, and printing in the university's various tech centers.
- Planned the creation and development of digital signage, social media, and event planning in promotion of the technology centers.
- Oversaw maintenance of the center's technology and enforced use policies.

COMPUTER SKILLS

Coding Languages: Java (Experienced), C++/C (Experienced), Python (Proficient), Familiar with Unix/ Linux, Familiar with HTML and CSS, Familiar with SQL, Familiar with JavaScript

Software Skills: Microsoft Office, Terminal, Apple Office Suite, Adobe Photoshop and Illustrator

Design and IDE Tools: Visual Studio Code, Eclipse, Dr. Java, IntelliJ, IDLE, Brackets for HTML/CSS

Systems: Mac OS X, Unix/Linux, Windows

OTHER SKILLS, & ACTIVITIES

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- **Languages:** English (native); Mandarin (conversational); Japanese (beginner)
 - **Interests:** All things Japan; reading fantasy fiction; League of Legends (the game)