Matthew Wong

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EDUCATION

Arizona State University
Computer Science, B.S
2016 – Present

Expected Graduation:
December 2019

Major GPA: 3.49
Cumulative GPA: 3.36

SKILLS

- C++, Java, SQL, Swift, Python, Javascript
- AWS, EC2
- React.js, Node.js, Rails, Express, MongoDB
- Git, Unix/Linux, Agile, JIRA

EXPERIENCE

Rockford Corporation | Software Developer Intern
Tempe, AZ / September 2018 – Present

- Unified multiple segregated and buggy applications by engineering and designing the full stack for Rockford's new app in development using Firebase, Express, MongoDB, React Native, and Redux.
- Improved the average rating from 1.90 to 2.72 and reduced customer support calls for PerfectTune Android from 10 per month to 1 by analyzing customer complaints and redeveloped critical functionality in a matter of three weeks.
- Query time for a critical testing database was reduced by over 100% after excess inner joins were removed through a complete redesign to MongoDB from OracleSQL.

Arizona State University | Undergraduate Teaching Assistant
Introduction to Programming Languages
Tempe, AZ / December 2017 – May 2018

- Dramatically improved student understanding and test results by hosting and leading multiple review sessions throughout the semester on C++ lectures for a class of 70.

PROJECTS

General Dynamics | Senior Year Capstone Project
Tempe, AZ / February 2019 – Present

- Pioneered the future of deployments in General Dynamics by designing a multi-cloud, vendor agnostic solution with Azure, AWS, Docker, and Ansible.
- Designed and programmed the front-end for an application to be presented to key staff at General Dynamics with React and OpenLayers by leading the front-end division in a team of 6,
- Increased productivity throughout the team through the use of KANBAN and Agile tools as the scrum master.

Roulette Simulator | Python & C++
Present

- Roulette Simulator is a recently started passion project to develop a machine learning algorithm that can win in Roulette.

OpenChef | Rails & Vue.js
February 2019 - Present

- Engineered a matchmaking system for people who want to eat out—but don't want to dine alone. A personal full stack project made using Rails and Vue.js.

QuickPlay | Swift
February 2019 - Present

- Created a mobile application to simulate a matchmaking system in older games without online play. Made with Swift.