

Nicholas Wong

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EDUCATION

University of California Riverside

September 2021 - June 2025

B.S. in Computer Science with Business Applications

Riverside, CA

- Relevant Coursework: Data Structures and Algorithms, Discrete Math, Software Construction, Logic and Circuit Design, Probability and Statistics, Data Analysis Methods, Technical Communications, Decision Analysis and Management Science, Operating Systems

SKILLS

Programming Languages

C/C++, Python, JavaScript, HTML, CSS, Bash, Git, Node.js, AWS

Frameworks

React, Flask, FastAPI, VueJS, QT, Object-Oriented Programming

Software tools:

Excel, Git/Github, Postman, Jupyter Notebook, Latex, macOS, QT

EXPERIENCE

Manga React [Link](#)

Project

- Developed a responsive manga reader application with HTML, CSS, JavaScript, React, and Material UI, allowing users to read manga, browse top titles, discover recent additions, and save favorites.
- Built a custom REST API for seamless, asynchronous content retrieval, including manga chapters, pages, and cover images, with JSON for data handling and localStorage for session management.
- Deployed the application on Amazon Web Services (AWS) EC2, implementing security groups, load balancing, and auto-scaling to optimize performance and efficiently manage user traffic.

R'Scan

Co-Founder/Advertisement

- Utilized Python and backend APIs (FastAPI, LogDNA) to generate barcodes for user authentication, facilitating access to the UCR Student Recreation Center for over 500 monthly active users.
- Developed a streamlined security verification app marketed towards gym goers to reduce login time per entry.

Weather Desktop App [Link](#)

Project

- Built a Weather Desktop application using C++ and the QT framework, featuring a Pomodoro timer, to-do list, quote generator, calendar, and temperature converter.

Chrome Extension Theme [Link](#)

Project

- Customized a Chrome extension theme using HTML and CSS to integrate date and time widgets.
- Implemented JavaScript to display weather information through the OpenWeatherMap API.

Zelda-Style 2D Game [Link](#)

Project

- Created a 2D Zelda-style game with depth and collision features using Python and the Pygame library.