

Wesley Ng

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Education

Loyola Marymount University

B.S. of Computer Science

Los Angeles, CA

May 2026

GPA: 3.91

Relevant Coursework: Computer Programming Laboratory, Data Structures and Applications, Algorithms and Analysis, Discrete Mathematics, Computer Systems Organization, Logic and Computer Design, Languages and Automata, Artificial Intelligence, Game Design, Web Applications

Campus Activities: Association for Computing Machinery (ACM), LMU Game Development Club, Feed the Hungry for Safe Places for Youth hosted by Campus Ministry, Ignacio Companions to Nogales, Arizona/Mexico hosted by Campus Ministry

Projects

Rules, Rules, Rules

September 2024 – Present

- Designed a simple card game that focuses on slapping the card that follows the rule cards that were drawn.
- Developed game and rule cards for playtesting to analyze how players interact with the cards.
- Wrote a game design document to document what the game is about, the core design values, each individual component of the game, a visual of how the game would look like when being played, and the rules of the game.
- Listened to feedback from playtesters and revised the game to make it more fun for casual players.

From Red, to Blue, to Darkness

March 2024 – May 2024

- Created a difficult single-player 2D parkour platformer game made from **Adobe Animate** using **JavaScript**.
- Implemented all the game mechanisms including gravity and collision and hitboxes. Hand drawn all sprites, assets, and levels for the title screen, level select screen, controls, screen, all three main levels, and the credits.

Tax Invasion

April 2024

- Collaborated in a team tasked with making a video game within a 24-hour time limit. Won 2nd place.
- Made a 2D-map shooter where the player must kill aliens and robots to get as much money as possible.
- Assisted the team by making game's graphics and animations using **Aseprite**, including the game's title logo, map background, player and enemy sprites, gun and bullet assets, loot, and enemy death-animations.

Restroom Finder

July 29, 2022 – August 5, 2022

- Built a web app that finds a nearby restroom within a 5 mile radius from the user using Google Maps API for a project in Google Computer Science Institute, coded using **HTML**, **CSS**, and **JavaScript**.
- Implemented a search bar and search history that allow users to type in a specific location on a map, allowing users to find nearby restrooms without needing to give their location to the website.

Professional Experience

Computer Science Teaching Assistant — Loyola Marymount University

Los Angeles, CA

Algorithms and Analysis Tutor & Grader

February 2024 – Present

- Helped students with their code with topics such as **A* Search Algorithm** and **Min-Max Search Tree**.
- Patently empathize with other students when they are confused or frustrated.
- Graded and critiqued students' homework assignments on their coding style and cleanliness in **Python** allowing them to write organized and professional code.

Google Computer Science Institute (Google CSSI)

Los Angeles, CA

Participant

July 2022 – August 2022

- Completed an introductory project-based **HTML/CSS** and **JavaScript** curriculum taught by Google Engineers.
- Configured 15 individual coding projects in JavaScript by using concepts such as variables, data types, and functions.
- Delivered a collaborative final project presentation to Google employees and community leaders.

IBES Student Program Assistant — Loyola Marymount University

Los Angeles, CA

Student Event Worker

April 2023 – December 2025

- Took photos from IBESCC 2023 and edited them in **PhotoShop** where they are used for promotional material.
- Edited videos on **Adobe Premiere Rush** and uploaded the videos onto **YouTube**. Listened to feedback from peers and revised the videos based on their critiques.

Skills & Interests

- Programming Languages:** Java, Python, HTML/CSS/JavaScript, Rust, C, NASM, C#, MatLab, Lua, Kotlin, Swift, TypeScript, Haskell
- Apps:** Adobe PhotoShop, Adobe Lightroom, Windows PowerShell and Command Line, Aseprite, CheatEngine, Visual Studios, Godot, Miraheze Wiki, YouTube, Twitch, Speedrun.com, Adobe Animate, Adobe Premiere Rush