

Adam Wong

- adamwong246@gmail.com
- Portland, OR

Technical Skills

- Typescript, React, Node, Meteor, Ruby on Rails
- Docker and DockerHub
- Github, Heroku Jenkins and Amazon AWS
- Java and Android
- BDD and TDD methodologies
- certified Scrum Master

Experience

software engineer, [OpenGov \(http://www.opengov.com/\)](http://www.opengov.com/)

November, 2016 – Current

- implemented charts in D3 and react
- developed a continuous integration and delivery process with Jenkins, Docker and AWS.

full stack developer, [Chroma \(http://www.chroma.io/\)](http://www.chroma.io/)

February, 2015 – August, 2016

I engineered the Meteor app "Chroma Fund", a marketplace lending platform providing investors with bundles of small business loans.

- responsible for designing UX and UI as well as implementing front-end
- supported blockchain verifiable transactions
- created "explainer" video in Adobe Animate
- attended TechStars Summer 2016 in NYC

Ruby on Rails developer, [Hubbub Health \(https://www.hubbubhealth.com/\)](https://www.hubbubhealth.com/)

May, 2013 – February, 2015

I worked with a large team to incentivize employee wellness with the RoR app, [hubbubhealth.com \(hubbubhealth.com\)](http://hubbubhealth.com).

- wrote Javascript for both modern and legacy browsers
- debugged user-submitted errors with New Relic and Papertrail
- managed assets via Amazon S3
- revived an out of date Rspec and Cucumber test suite for continuous integration
- optimized high traffic queries by replacing ActiveRecord calls with raw SQL

Ruby on Rails developer, Spaceport

June 2012 – March, 2013

I developed the RoR app, spaceport.io, a platform for porting Actionscript games to iOS and Android.

- maintained an extensive, pre-existing test suite via Jenkins
- created responsive/fluid designs with Twitter Bootstrap
- developed according to BDD methodologies using Cucumber
- leveraged the Chargify API to enable payments

**Android developer, [Burnside Digital \(http://www.burnsidedigital.com\)](http://www.burnsidedigital.com)
(formerly ELC Technologies)**

April 2011 – April 2012

I developed Android apps as part of an Agile team that spanned across Android, iOS, Windows and Web platforms.

- traveled to Palo Alto, California to work with Google
- formally trained in Agile and Scrum methods and practices
- examples of work include the well received Postcard on the Run Android app

Education

- University of South Carolina
- Bachelors of Computer Science, May 2010