# Adam Wong


- adamwong246@gmail.com
- Portland, Or


## Technical Skills

- Ruby on Rails
- Rspec and Cucumber
- Git and SQL
- HTML, CSS, JS, jQuery
- Github, Heroku and Amazon services
- Java and Android
- BDD and TDD methodologies
- Certified Scrum Master

## Experience

### Ruby on Rails Developer, hubbubhealth.com

**Portland, OR - Current**

To meet the changing requirements of our users, I worked with an existing team to incentivize employee wellness.

- Wrote Javascript for both modern and legacy browsers
- Mastered the art of git rebase to maintain a clean git history
- Deployed upwards of twice a week to heroku
- 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- Revived an out of date Rspec and Cucumber test suite for continuous integration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.io

**Vancouver, WA - June 2012 - March, 2013**

I developed the website, spaceport.io. I was responsible for the many deployments and databases, as well as maintaining a well-tested code repository. My duties ranged the entirety of the application stack, from database to front-end design.

- Designed and implemented layouts and styles

- Integrated the simple_navigation gem into the core of the website for efficient, testable navigational elements
- Created responsive/fluid designs with Twitter Bootstrap which could adapt to mobile browsers
- Developed according to BDD methodologies using Cucumber
- Leveraged the Chargify API to enable payments
- Generated test results via Jenkins

### Android Developer, Burnside Digitial, formerly ELC Technologies

**Portland, OR - 2011 - April 2012**

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

### Lead Programmer, Center for the Digital Humanities, USC

**Columbia, SC - 2010**

Lead programmer for games development team and member of the Android app development team. Worked with artists and designers to produce novel uses of technology.

- Worked as a programmer to bring the artistic vision of humanities students to life

## Education

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

## Accomplishments

- Spent 5 months maintaining Alaskan parks as a member of the AmeriCorp
- As an independent research, I analyzed sql data for the Moore School of Business while investigating emergent leadership within the virtual teams of the MMORPG Travian
- Volunteered for the WUSC FM 90.5 as a DJ and Member-at-Large for 3 years
- Vice-President and founding member of American Computing Machinery Society, Columbia chapter