Benedict Wong

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SUMMARY

Detail-oriented Front-End Web Developer with 4+ years of proven experience creating responsive web applications. Known for expertly managing multiple projects simultaneously with precision and a commitment to excellence. Proficient in HTML, CSS, JavaScript, TypeScript and React, bringing creative experiences to life through clean, scalable code.

EDUCATION

Simon Fraser University   Surrey, BC
Bachelor of Science in Interactive Arts and Technology, Concentration in Interactive Systems   *Sep. 2014 – May 2021*

EXPERIENCE

Web Developer   Apr. 2023 – Sep. 2024
Aircards   *Remote*
- Created web-based Mixed Reality experiences with **A-Frame** and **Three.js**, driving highly successful ads and promotions for companies like American Express, Diageo Group and Manchester City.
- Engineered and migrated pre-existing components using 8th Wall and other web APIs to **Three.js**, boosting profit by 50%.
- Built API integrations for the company's 3D analytics software with platforms like **A-Frame**, **Unity**, and **Unreal Engine** to serve a wide range of clients, unlocking new visualization horizons for experience management.
- Refined Augmented Reality projects with **SLAM-based** and marker-based tracking through **Snap Lens Studio** and Camera Kit, providing clients with a cheaper alternative to 8th Wall, saving project costs by 30%.

Junior Web Developer   Dec. 2021 – Apr. 2023
Aircards   *Remote*
- Prototyped and maintained custom components using **JavaScript** and **Three.js** to improve and unlock new functionality on web experiences.
- Integrated website view and interaction tracking using **Google Analytics 4** and **Google Tag Manager**, driving core visualizations into the success of each project and eliminating pain points in experience flow.
- Led the company's research and venture into the blockchain space through the management of their crypto-wallet, creation of NFTs and development into crypto-based metaverses like Decentraland.

PROJECTS

Haribo Happiness Hunt | *HTML/CSS, JavaScript, TypeScript, Three.js, A-Frame, Nodejs, Peerjs*   Mar. 2022 – Mar. 2024
https://www.8thwall.com/aircards/haribo-easter-hunt
- Developed three scavenger hunt versions with both single and multiplayer modes using A-Frame and Three.js, driving over 5000+ hours of user engagement and 207,000 views through visualizations in Google Analytics.
- Evolved the experience by developing a multiplayer competition mode for the 2024 event using P2P connection through Peerjs, increasing page views by 100% compared to 2023's event.
- Optimized and implemented 2D UI assets and 3D models into the experience, reducing load times significantly to work smoothly across a mix of lower to higher end mobile devices.

Your World of AMEX | *HTML/CSS, JavaScript, TypeScript, Three.js, A-Frame, JSON, Nodejs*   June 2023 – Feb. 2024
https://www.americanexpress.com/en-us/account/get-started/your-world/
- Crafted a full-stack WebXR experience presenting an interactive floating island with SLAM tracking using **A-Frame** and **Three.js** as the frontend running through **Nodejs**, driving over 31,000 views over seven months.
- Optimized image and video assets using texture compression and **FFmpeg** respectively to implement them for the best balance between quality and load times from a range of lower to higher end of Apple and Android devices.
- Engineered **JSON** templates to quickly update text and links for three different AMEX card tiers, allowing multiple contributors to modify and update the database easily with the least onboarding time.

Etihad Stadium Experience | *HTML/CSS, JavaScript, TypeScript, Three.js, A-Frame, Nodejs*   Dec. 2021 – Feb. 2022
https://www.8thwall.com/aircards/tecno-etihad-stadium
- Constructed a WebAR experience for Mancester City, current European champions, using **A-Frame**, featuring SLAM and 360 environments, allowing users to tour the stadium, create their jersey and play in a penalty shootout.
- Engineered a texture swap component in **Three.js**, drawing the user's chosen name and number on an avatar for the game.
- Built a penalty shootout mini-game implementing the user's custom avatar using **A-Frame** and **Three.js**, allowing for directional shooting to drive interactivity and custom animations for scoring.

TECHNICAL SKILLS

Programming Languages: JavaScript, TypeScript, HTML, CSS, Java, C#, SQL (MySQL),
Frameworks: React, Vue, Nuxt, Node.js, A-Frame, Three.js
Developer Tools: Git, Google Analytics, VS Code, Visual Studio, IntelliJ, Eclipse, Snap Lens Studio, FFMPEG, Unity