Dylan Wong

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EDUCATION:

SUNY BUFFALO– **BA Computer Science**, *2015-2019*
Relevant Coursework: Software Quality and Practice, Computer Organization , Software Engineering Concepts, Data structures

APP ACADEMY- 2020 - A rigorous web development program with a 3% acceptance rate, where students sharpen their programming skills in Ruby, Rails, SQL, JavaScript, ReactJs,Redux,jQuery,and algorithms.

SUNY BUFFALO – Game Studies Certificate , 2015-2019
Relevant Coursework: Games Gender and Culture, Game Design

SKILLS:

ReactJS, Redux, Ruby, Rails, JavaScript, SQL, HTML, CSS, C, C++, C#, Java, jQuery, MongoDB, Express, Nodejs

PROJECTS:

Royal Crossing   *Ruby on Rails, React, Redux, PostgreSQL*   live | github
A single page clone of the popular story sharing website RoyalRoad
- Utilized asynchronous callbacks to sequence story, and chapter creation, to ensure every story was created with at least one chapter
- Constructed back and front end user authentication, using BCrypt and React-Router, alongside cookies to persist logins across sessions
- Leveraged Amazon's S3 to store images, reducing load times and improving overall scalability

Deception   *MongoDB, Mongoose, Express, React, Redux, Node.js.*   live | github
An online multiplayer social deduction card game.
- Assembled WebSocket's emits to allow dynamic, concurrent gameplay
- Created reusable React components for same type cards, decreasing overall load times, and improving code readability.
- Customized different player roles using unique React component functions that enabled players to have randomized roles when starting a game.
- Managed a team of software developers, and assigned tasks to ensure key features were completed on time.

Konosuba Fan Game   *JavaScript, Html,CSS*   live | github
Created a unique game that utilized vanilla Javascript.
- Implemented an enemy AI using a custom pathing algorithm, that would result in enemies moving in unpredictable and challenging patterns.
- Utilized trigonometric functions to provide different character attacks, providing varying ways of play
- Implemented intense game logic to allow character swapping, opening up four different styles of play.

Disabled Wizards Unity C#
Engineered a Unity engine game that helped people understand the adversities of disabled peoples.
- Organized the idea and team communication through trello, increasing team communication, and efficiency.
- Implemented custom physics to design puzzles.
- Executed multiple camera angles to simulate different perspectives.

EXPERIENCE:

Inventory Specialist
Best Buy   Nov 2019 -Jan 2020
- Collaborated, and communicated with a team to deliver a friendly environment to our guests
- Enhanced guest's knowledge by giving them an overview of computers and gaming consoles
- Adapted to the constantly changing computer field.
- Cross-referenced inventory using inventory management software