

EASON WONG

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EDUCATION

The University of New South Wales

Sydney, Australia

Bachelor of Science in Computer Science & Bachelor of Economics

February 2020 – January 2024

- Relevant Courses: Data Structures and Algorithms, Object Oriented Design and Programming, Algorithms and Programming Techniques, Database Systems, Advanced C++ Programming, Software System Design and Implementation
- Awards: Bronze Honor in Asia International Mathematical Olympiad Open Contest Trail (HKMO & AIMO OPEN)

PROFESSIONAL EXPERIENCE

iOS Developer Intern

Sydney, Australia

FoodCLUB

June 2023 – October 2023

- Implemented a short-form video feature in **Swift/SwiftUI**, using a custom video player that encapsulates AVKit's capabilities for refined video playback and switching controls
- Developed a dynamic story feature with automated content progression and tap-to-navigate controls, and supported by fluid 3D transition animations for responsive user navigation
- Established an API network environment, integrated APIs into the frontend of the user profile page and efficiently managed the caching for real-time data fetching

Software Engineer Intern

Hong Kong

Rouge International

February 2022 – April 2022

- Rebuilt approximately 30% of search engine's frontend using **Bubble.io**, enhancing accessibility of market information for over 30,000+ venture capital firms
- Conducted comprehensive API testing to ensure accurate extraction of LinkedIn user profile information, resulting in improved data reliability and integrity
- Collaborated on backend troubleshooting, issue debugging, and data cleaning using **Python** to increase search engine system usability and stability

RELEVANT PROJECTS

Book Recommendation System

<https://github.com/ea3onwong/Book-Rec>

- Architected the backend of a book recommendation system using **Python/Flask** and **MongoDB**, enabling personalized book discovery and review functionalities
- Implemented a dynamic book search feature powered by Google Books API, which allows users to perform precise targeted searches based on book titles or author names
- Constructed a tailored recommendation algorithm that analyzes users' reading trends and preferences to generate customized book recommendations

Path Finding Visualiser

<https://github.com/ea3onwong/path-finding-visualiser>

- Developed a pathfinding visualizer in **Python** that facilitates dynamic visualization of algorithmic search strategies for optimal routing in custom-created mazes
- Devised an intuitive interface that streamlines the construction of custom mazes, enabling users to intuitively navigate and interact with pathfinding algorithms
- Implemented four distinct algorithms to offer versatile and effective solutions for navigating through customized mazes

Loop Mania Game

<https://github.com/ea3onwong/loop-mania>

- An MVC-based **Java** game application that requires player to follow pre-generated paths and engage in battles with enemies
- Implemented a modular equipment system via design patterns to facilitate seamless integration of new equipment types with minimal codes refactoring required
- Wrote **JUnit** tests for in-game backend equipment and characters, effectively strengthening the game's reliability, resulting in a 15 - 20% increase in overall test coverage

SKILLS

- Programming: Python, C/C++, Java, JavaScript, HTML/CSS, Swift, MongoDB, PostgreSQL, R, Git
- Software: Figma, Unity, MS Office
- Languages: English, Cantonese, Mandarin