

# 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

### STEM Course Tutor

Hong Kong

*Rays Technology Limited*

*December 2021 – February 2022*

- Implemented the "IT Innovation Lab in Schools" program proposed by the HKSAR government, successfully creating and launching government-approved STEM courses for local secondary schools
- Researched, analyzed, and customized STEM course materials for local secondary schools, meeting their specific needs with accuracy and up-to-date content
- Integrated trending technologies like Python Programming, NFTs, and AI Chatbots into the curriculum, equipping students with sought-after skills for the dynamic digital landscape

## 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

## SKILLS

- Programming Languages: Python, C/C++, Java, JavaScript, HTML/CSS, Swift, R, SQL, Git
- Frameworks: React.js, Flask, Django, Scrapy, SwiftUI, Unity
- Database Systems: PostgreSQL, MongoDB