EASON WONG

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EDUCATION

The University of New South Wales **Sydney, Australia**
Bachelor of Science in Computer Science & Bachelor of Economics *Expected December 2023*

- Relevant Courses: Data Structures and Algorithms, Object Oriented Design and Programming, Algorithms and Programming Techniques, Database Systems
- Awards: Bronze Honor in 2016 Asia International Mathematical Olympiad Open Contest Trail (HKMO & AIMO OPEN)

WORK EXPERIENCE

Software Engineering Intern **Hong Kong**
Rouge International *February 2022 – April 2022*

- Rebuilt approximately 30% of search engine's frontend in **Bubble**, 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, debugging, and data cleaning using **Python** to improve search engine efficiency and data quality

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, analysed, and customised 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

BookRec
https://github.com/ea3onwong/Book-Rec

- A book recommendation system using **React.js** frontend, **Python/Flask** backend and **MongoDB** database, providing tailored book recommendations, extensive book access and storage, and an engaging book review platform
- Implemented a dynamic book search feature with Google Books API, enabling users to perform targeted searches based on either book titles or author names
- Collaborated in developing the recommendation algorithm, leveraging users' recent reading history and preferences as key parameters for generating personalized book recommendations

Loop Mania
https://github.com/ea3onwong/loop-mania

- An MVC-based **Java** game application that requires player to automatically follow pre-generated paths and engage in battles with enemies
- Integrated and implemented over 70% of game items, enhancing gameplay functionality and depth from backend to frontend
- Wrote **JUnit** tests for game items and characters, resulting in a 10 - 15% increase in overall test coverage, strengthening the game's robustness and reliability

Path Finding Visualiser
https://github.com/ea3onwong/path-finding-visualiser

- A pathfinding visualiser tool developed in **Python**, allowing user to visualise how the algorithms search for the shortest path between two points on a grid
- Designed an intuitive interface enabling users to create customized mazes for algorithmic navigation
- Implemented four different pathfinding algorithms, offering users multiple efficient options for path searching

SKILLS

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