

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
- Applied in-depth knowledge of contemporary technologies such as Python Programming, NFTs, and AI Chatbots to enrich the learning experience, offering real-world scenarios and applications

RELEVANT PROJECTS

BookRec

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

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

Loop Mania

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

- An MVC-based **Java** game application, allowing players 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 users to visualise how selected algorithm searches for 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