





EASON WONG

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EDUCATION

The University of New South Wales
Bachelor of Science in Computer Science & Bachelor of Economics
• 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)

Sydney, Australia
Expected December 2023

WORK EXPERIENCE

Software Engineering Intern
Rouge International
• 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

Hong Kong
February 2022 – April 2022

STEM Course Tutor
Rays Technology Limited
• 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

Hong Kong
December 2021 – February 2022

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