

# 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 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 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