

# Eric Wong

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## Work Experience

- Information Security Compliance Intern – SMUD (Sacramento, CA)** Feb 2017 – May 2017
- Maintained dashboards of SMUD's Critical Infrastructure Protection (CIP) compliance state
  - Worked with information security, ticketing, and compliance tools including Cylance and Altiris
  - Created policies for Payment Card Industry Data Security Standard (PCI DSS) compliance
- Student Assistant – CSUS College of Education IT Center (Sacramento, CA)** Sept 2016 – May 2017
- Maintained and updated the College of Education's website using Cascade web service
  - Provided technical support for students, faculty, and staff
  - Managed and tracked inventory of department's property and supplies
- Software Developer Intern – Salt Creek Media Inc. (Sacramento, CA)** June 2016 – Sept 2016
- Experience with CakePHP 2 framework along with HTML, CSS, and JavaScript
  - Experience with working with MongoDB using Robomongo
  - Shadowed industry level software developers in everyday tasks
- HTML & CSS Instructor – The Coding School (Sacramento, CA)** Jan 2016 – April 2016
- Taught basic HTML and CSS to middle school students
  - Assisted in developing a personal webpage using JSFiddle
  - Distributed curriculum and reference materials for student learning
- Peer Mentor – First Year Experience (Sacramento, CA)** Aug 2015 – Dec 2015
- Mentored first year college students in their transition into college
  - Coordinated study groups, icebreakers, and team building activities
  - Presented resources, presentations, and office hours for student needs
- Instructor – ID Tech Camps (Sacramento, CA)** June 2015 – Aug 2015
- Instructed groups of 8 campers ages 6 - 18 in courses such as Java, Python, and Minecraft Modding
  - Supervised icebreakers, outdoor activities, and overnight campers
  - Engaged with parents during end of the week presentations

## Projects

- Mission Control (2017) – Year-long project course with a real client. Developed a CMS web application for managing cat adoptions using CakePHP 3 and MySQL. Team of 5 other members following Agile SCRUM methodology with client meetings, feedback, and presentation
- Finding Successful Movies (2017) – Data warehousing and data mining project for predicting movie success based on critic scores. Applied R using RStudio on a 3000+ row dataset using data mining classification techniques
- Custom Solar System (2017) – 3D graphics created using JOGL, a Java based API for OpenGL, creating a custom solar system with textures, rotations, and matrices.
- Dog Catcher (2016) – Codename One Java based object-oriented mobile game featuring a controllable character, moving entities, and functioning scoreboard.
- Rideshare (2015) – Android carpooling application for Sac State faculty and students using Android Studio. Team of 4 other members following waterfall methodology with creation of SRS, ERD, and SDD

## Experience and Skills

- Java, Python, C, PHP, HTML, CSS, and JavaScript
- Knowledge in GIT version control and GitHub
- Familiar with computer networking including TCP/IP and the OSI Model
- Experience with working on Windows, Linux, MacOS and Microsoft Office Suite
- Enrolled and completed several courses from Coursera, Cybrary, and DataCamp
- Self-motivated, knowledge-seeker, and thrives in a team environment

## Education

- Bachelor of Science in Computer Science, California State University Sacramento, 3.6 GPA