

# WILSON WONG

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## EDUCATION

### **Stuyvesant High School**

Graduated 2017 with Regents  
Diploma

### **Rensselaer Polytechnic Institute**

Currently Pursuing B.S. Dual in  
Computer Science and Information  
Technology & Web Sciences  
Troy, NY | Expected May 2021

## SKILLS

- C++ / C
- Java
- Python
- HTML / CSS
- JavaScript
- SQL
- LaTeX
- Version Control Tools

## COURSEWORK

- Data Structures
- Intro to ITWS
- Foundations of Computer Science
- Computer Organization
- Web Systems
- Intro to Algorithms
- Principles of Software
- Web Science Systems Development
- Operating Systems
- Computer Communication Networks
- Intro to Artificial Intelligence
- Software Design & Documentation
- Intro to Human Computer Interaction
- Database Systems

## LINKS

GitHub: estalcil134  
LinkedIn: wongw6

## WORK EXPERIENCE

### **Technician at Digitcom Technologies Inc.**

*Interned during Summer 2016*

Learned how to diagnose problems and provide fixes, as well as how to build a computer.

### **Manager at Village Party Store**

*Worked since 2013 (Seasonal)*

Excelled in customer service, along with leadership experience during times of heavy customer flow (e.g. during Halloween and New Year's Eve).

## PROJECTS

### **Tutor and Student Connection (TaSC)**

Technologies Used: HTML, CSS, JavaScript, PHP

Project worked on in a team of 3 total in Intro to IT. Forum-type application which intends to facilitate communication between tutors and students at RPI.

### **HACK&SLASH**

Technologies Used: HTML, CSS, JavaScript, PHP, SQL

Project worked on in a team of 4 total in Web Systems. Application intended for admins to easily upload tutorials and challenges, and users to complete uploaded tutorials and challenges. Idea came from RPISEC, a group at RPI that hosts its own lessons on hacking.

### **RPI Community Events App**

Technologies Used: HTML, CSS, Angular, MongoDB

Project worked on in a team of 3 total in Web Science Systems Development. Search-type application which intends to facilitate obtaining information about events currently going on at RPI, and incorporates a unique comment section for each event for students to discuss about the event.

### **Global Game Jam 2020**

Technologies Used: Unity 2019.3.0f6

Took place 1/31/20 - 2/2/20. Tasked with creating a game within 48 hours with a theme. Worked within a team of 5 to produce said game. Was able to work with grace under pressure, even when several team members dropped out.

### **Project Aspect**

Technologies Used: Unity 2019.3.0f6, Flask, HTML, CSS, JavaScript, Twitch

Project worked on in a team of 5 total in Software Design & Documentation. Project was based on researching the existing Twitch API. This game would allow viewers to participate more with a streamer by cutting the streamer's flow of information, making them rely on their viewers. Team of 5 is the same as in the 2020 Global Game Jam.