WILSON WONG

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EDUCATION

Stuyvesant High School

Graduated 2017 with Regents Diploma

Rensselaer Polytechnic Institute

Currently Persuing 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 (such as GitHub)

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

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 incorperates 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.