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 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
- Managing IT Resources
- Data Science
- Programming Languages

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.

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.

Service Hour Recording Site
Technologies Used: HTML5, CSS3, JavaScript, jQuery, Bootstrap 4, NodeJS, PostgreSQL
Project worked on in a team of 5 total in Managing IT Resources. Site portal was designed for Saint Paul's Lasallian Catholic School's service hour program, which previously had issues due to submissions being all physical. Features include student submissions and data-related admin features, such as searching, CSV exportation, and user importation.