

Jason Wong

🌐 jaasonw | in wayson | ✉ wayson@csu.fullerton.edu

Education

California State University, Fullerton

August 2020 - Present

- **Degree:** Computer Science, B.S. (Expected 2022)

Pasadena City College

August 2017 - June 2020

- **Degree:** Mathematics, AS-T
- **Area of Study:** Computer Science
- **Coursework:** Unix Scripting, Discrete Mathematics, Data Structures, Object-Oriented Programming

Work Experience

Nex-ii LLC, Twiine

Project Manager / Developer

June 2020 - Present

- We're a startup that aims to create a platform that helps to plan optimal hangouts and dates
- Our mobile app is built on Flutter and our backend is powered by Firebase
- Oversaw the development of the mobile app and implemented major components and functionality
- Designed and implemented parts of the backend API with Node.js deployed on Firebase Cloud Functions
- Structured and maintained the Firestore database to fit the needs of the app and website

PCC Learning Assistance Center

Computer Science Tutor / Lab TA

January 2019 - June 2020

- Worked one-on-one with students to teach computer science concepts and debugging techniques
- Worked with professors to help improve lectures and build long term study habits within students
- Provided assistance to students with software issues in classrooms and computer labs

Projects

Spotify Seasonal Playlist Sorter

Developer / Maintainer

github.com/jaasonw/spotify-new-music-sorter

- Worked in a team to develop a web app in Python that places liked songs on Spotify into playlists grouped by seasons using the Spotify Web API
- Developed and designed the frontend using Flask and Bootstrap
- Deployed the app onto an AWS EC2 instance

SQL Relational Database System

Developer

github.com/jaasonw/Database

- Developed a relational database management system in C++ that supports a subset of SQL commands
- Implemented a B+Tree to index database entries for fast querying
- Implemented an SQL command parser

Sushi Shop

Developer

github.com/jaasonw/sushi-shop

- Led a team to develop a sushi making game in Java and JavaFX
- Developed a game where the player is given a randomized sushi order and must move a plate to catch falling ingredients to construct the order
- Designed and built an object-oriented game engine framework and implemented game logic

Involvements

She.Codes

Webmaster, Treasurer

September 2019 - June 2020

- A club at PCC that aims to provide a sense of community and support to women in the tech industry
- Wrote and sent weekly newsletters to club members
- Hosted and co-hosted workshops during club meetings
- Designed and maintained the club website

Skills

Languages: C++, Python, Java, JavaScript/TypeScript, HTML/CSS, ~~LaTeX~~ \LaTeX , bash, Dart

Libraries/Frameworks: Bootstrap, Flask, Node.js, Flutter, NoSQL (Firestore)

Tools/Software: git, Unix/Linux, Amazon AWS, Firebase/Google Cloud Platform