

# Jason Wong

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## 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 Developer

June 2020 - Present

- Project manager of mobile application development
- Implemented major components and functionality of the Flutter mobile app
- Worked with frontend and backend teams to structure the Firestore database to minimize querying
- Designed and implemented parts of the backend API interfacing with the database

### 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](https://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](https://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](https://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,  $\text{\LaTeX}$ , bash, Dart

**Libraries/Frameworks:** Bootstrap, Flask, Node.js, Flutter, NoSQL

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