Jason Wong

 jaasonw | in wayson | jaasonw.github.io | 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
- **Coursework**: Unix Scripting, Discrete Mathematics, Data Structures, Object-Oriented Programming

Work Experience

Nex-ii LLC, Twiine Mobile and Backend 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
- Worked on developing the mobile app, implementing major components and functionality
- Designed and implemented parts of the backend API with Node.js and Python deployed on Firebase Cloud Functions
- Structured and maintained the database to fit the needs of the app and website

PCC Learning Assistance Center Computer Science Learning Assistant   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   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 REST 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 create a community for 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, Dart
Libraries/Frameworks: Bootstrap, Flask, Node.js, Flutter, Firebase
Tools/Software: git, Unix/Linux, Amazon AWS, Google Cloud Platform