

# Jason Wong

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## Education

### 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

### California State University, Fullerton

August 2020 - Present

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

## Projects

### Spotify 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 a playlist using the Spotify Web API
- Developed and designed the frontend using Flask and Bootstrap
- Deployed the app onto an Amazon 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 (SELECT, INSERT INTO, CREATE TABLE, DROP)
- Implemented a B+Tree to index database entries for fast querying
- Implemented a finite state machine to develop an SQL command parser

### Graphing Calculator

Developer

[github.com/jaasonw/graphing-calculator](https://github.com/jaasonw/graphing-calculator)

- Developed a graphing calculator in C++ and SFML using a modular, object-oriented design
- Plots 2D cartesian functions with panning and zooming and individual graph hiding
- Implemented the shunting yard algorithm to parse mathematical expressions to postfix notation with respect for order of operations

### 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

## Work Experience

### PCC Learning Assistance Center

Computer Science Tutor / Lab TA

January 2019 - Present

- 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

## Involvements

### She.Codes

Webmaster, Treasurer

September 2019 - Present

- A club at PCC that aims to provide a sense of community and support to women in the tech industry
- Collected new member sign up information
- 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

**Libraries/Frameworks:** Bootstrap, Flask, jQuery, Node.js

**Tools/Software:** git, Unix/Linux, AWS EC2