JOHNAS WONG

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EDUCATION

University of Alberta | *Edmonton, Alberta* Sep 2017 – Apr 2021
Bachelor of Science, Computer Engineering

WORK EXPERIENCE

University of Alberta, Teaching Assistant | *Edmonton, Alberta* Sep 2021 – Present
I am the Executive Producer for a game development team in the same course where my team developed Where Shadows Lie[1]. I oversee the team's road maps and progress, using my course experience to guide them to the best producible game by the end of term. This is currently my second consecutive term.

Racquet Restringing Service | *Edmonton, Alberta* Jun 2018 – Present
I offer a restringing service where I restore racquets to playable condition, each job varying per player. Clear communication with clients is imperative in ensuring I am providing exactly what they want.

CGI, Database Administrator Intern | *Edmonton, Alberta* May 2021 – Aug 2021
A summer internship at CGI where I learned to work within a team and apply my skills to live projects. I worked within the Alberta Transportation team that was tasked with developing and maintaining live transportation applications. I tested, looked for, and logged all glitches and unintended behaviours of numerous current major applications in their DEV environment across multiple platforms.

Canadian Tire, Sales Associate | *Edmonton, Alberta* May 2019 – Sep 2019
One of the main show floor personnel, whom customers were directed to. Client interaction was a daily routine, where strong communication skills were essential in addressing people's needs and concerns.

SKILLS, EXPERTISE, AND PROJECTS

Experienced in C, C++, Golang, Java, JavaScript, Python, SQL, VHDL, XML, Android Studio, and the Firebase Real-time Database.

Direct Time of Flight Imaging System (LiDAR) | *Team Capstone | C++* Jan 2021 – Apr 2021
A prototype able to detect and process the distance of objects, displaying the data in real time. This was accomplished by utilizing a laser diode to send out a pulse, calculating the distance by timing the reflected pulse. This was then processed and displayed in a human readable format for the user. This system aimed to and successfully provided a compact, portable, all-in-one imaging system package.

Where Shadows Lie[1] | *Team Project | RPG Maker MV Engine, JavaScript* Sep 2020 – Dec 2020
A game made in RPG Maker MV that was designed to have the world operate on timed-turn intervals.
- Built the underlying system that enabled tiles to successfully change on command and reset to their original forms correctly.
- Created the pause menu that allowed players to customize settings of the game.

Client-Server Architecture | *Individual | C++* Jan 2020 – Apr 2020
This program successfully established a socket connection dictated by a unique port number and IP address in which multiple terminals could connect to, allowing them to send and receive data to one another. A queue successfully retained the order the clients sent their data in, ensuring the correct order of messages received by the server.

Specious Marshellow | *Team Project | Android Studio, XML, Java* Jan 2020 – Apr 2020
Driving service app, where users can connect to others via Wi-Fi and see their current locations.
- Implemented the Google Maps API, allowing for visual location information to the user.
- Programmed the system that allowed the user to upload or take a photo for their account's profile picture, storing and retrieving from the Firebase Real-time Database.

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[1] Where Shadows Lie can be played at https://jordon-ogo.github.io/