Jeffrey Gong

484-756-5248 • Norristown, PA • jeffrey.gong@yale.edu • GitHub: jeffreyjgong

EDUCATION

Yale University | B.S. Computer Science and Mathematics (Senior)   Aug 2021 - May 2025
- **GPA:** 3.9
- **Activities:** Yale Computer Society (*Dev*), Club Baseball (*Captain*), Yale Data Team (*President*)
- **Relevant Coursework:** Data Structures and Algorithms, OOP, Parallel Programming, Linear Algebra, Systems Programming and Computer Organization (A), Abstract Algebra, Networks, System Design, Database Design

EXPERIENCE

Software Engineer Intern - *Riot Games*   May - Aug 2023, May 2024 - Present
Los Angeles, CA | Full-time
- Developed an SCM diff feature for a git-lfs like tool built in Rust, using multithreading in the Tokio runtime
- Architected an end-to-end preflight PR pipeline in Groovy and PowerShell, increasing dev velocity by 150%
- Deployed a web diff viewer using Jenkins, React, Typescript, and git webhooks on a GitHub Pages repository
- Created first telemetry health dashboard on Datadog for chat plugin, using Pulumi, Typescript, and C++
- Refactored SDK player restriction token to follow new pub/sub model with with initialization/failure resiliency

Associate Software Engineer - *Philadelphia Phillies*   Aug 2023 - Nov 2023
Philadelphia, PA | Full-time
- Refactored GitHub actions to run on Google C3 boxes with K8s, reducing network egress costs by $3,500 a month
- Engineering new full-stack player dev features using React, Typescript, Python, SqlAlchemy, Docker, and GCP

CS 223 Teaching Assistant - *Yale University*   Mar 2023 - Jun 2023
New Haven, CT | Part-time
- Debugged C/C++ code using Valgrind and GDB for assignments on AVL Trees, Linked Lists, Hash Maps, etc
- Host office hours for 200+ students studying Data Structures and Algorithms

Software Engineer - *Boston Quantum*   Jan 2023 - Jun 2023
Remote | Part-time
- Used QuickFix, Julia, Docker, and C++ to build a low-latency endpoint to automate quantum algorithmic trades
- Quickly ramped up on the FIX API protocol and deployed a custom C++ FIX engine to an AWS EC2 instance

Software Engineer Intern - *CarMax*   Jun 2022 - Aug 2022
Richmond, VA | Full-time
- Led the development of a Quality Assurance intake tool which reduced time to process a QA request by 90%
- Developed a .NET Core SPA with React.js on the frontend and C# on the backend
- Implemented CI/CD Blue-Green deploy/infra pipelines to spin up CosmosDB and other Azure resources
- Pioneered new suite of frontend E2E tests using Cypress and wrote backend unit tests with xUnit and Moq

Software Engineer Intern - *EsurgiBiotech*   Jan 2022 - Jun 2022
Remote | Part-time
- Designed and implemented the first Biostabilizer portal using React.js and MUI
- Increased test coverage by 40% by leading the development of sub-module testing for the Biostabilizer in C++

RELEVANT PROJECTS

CarMatch - Natural Language Semantic Search for Cars (Company Hackathon)
- Led an all-intern hackathon team to build a microservice ML orchestrator with a Python backend to implement semantic search using NLTK and spaCy, resulted in a Top 15 placement company-wide

Open Source Contributions (qtcodes) - Yale Quantum Computing
- Refactored the TopologicalCircuit class in Python/Qiskit to handle multiple types of error-correcting qubits

SKILLS + LANGUAGES

React.js | C | .NET (C#) | Git | C++ | Rust | AWS | Azure | Datadog | Agile | CI/CD | Python | Docker | Java | Node.js | Jenkins