

**Jeffrey Wong**  
<https://jeffwong.me>

Email: [jhw263@cornell.edu](mailto:jhw263@cornell.edu)  
Mobile: +1-917-293-2301

## EDUCATION

---

### Cornell University

Ithaca, NY

*Bachelor of Engineering in Computer Science; GPA: 3.2*

*Aug. 2016 – May. 2020*

- Relevant Coursework: Analysis of Algorithms, Database Systems, Artificial Intelligence, Functional Programming, Systems Programming, Discrete Structures, Engineering Probability and Statistics, Object Oriented Programming & Data Structures, Networks, iOS App & Backend Development
- CS 4700 Teaching Assistant (Foundations of Artificial Intelligence) *Fall 2018 - Present*
- Awards: Dean's Honor List (GPA: 3.62) *Spring 2018*

## EXPERIENCE

---

### Lockheed Martin

Manassas, VA

*Software Engineering Intern*

*Jun. 2018 – Aug. 2018*

- Spearheaded and developed production software for a submersible, threat detection system via SONAR and signal processing using C, Java, & MATLAB.
- Began full-stack development for a classified web application, using MongoDB and an MVC paradigm.
- Created Python and Bash scripts to automate system-wide database parsing, retrieval, data plotting.
- Debugged IR tickets related to our existing Unix codebase and database platforms, utilizing Jenkins, Gerrit, and Git for automated remote code integration.
- Performed string & system integration tests for proprietary database utilities.

### Netsurit

New York City, NY

*DevOps Engineering Intern*

*Jun. 2017 – Aug. 2017*

- Utilized remote accessing software (LabTech/ConnectWise Automate) to monitor 80+ servers and 2000+ client workstations for patching and troubleshooting.
- Wrote scripts using LabTech syntax to automate the assessment of newly-issued tickets, deploy specific protocols and executables, and debug or update machines.
- Resolved proactive and NOC alerts, resulting in over 100 hours of accumulated ticket maintenance.
- Participated in pair programming with other engineers, and assisted daily customer phone support.

## SKILLS

---

**Languages:** OCaml, Java, JavaScript, Python, Bash (& Shell Scripting), C, Swift

**Operating Systems:** Windows, Unix (Linux, Ubuntu), GNU, Mac OS X

**Technologies:** Git, MERN Stack, Logisim, Unit Testing, Vim, LaTeX

**Extracurriculars:** Poseidon Dragon Boat Team, Cornell Varsity Badminton (D-I)

## PROJECTS

---

**Tetris AI:** Simulated Tetris gameplaying bot that uses genetic and greedy algorithms to clear 100+ lines. Implemented as a real-time visualization via front-end Javascript methodologies.

**UNO! AI:** Fully functioning card game (GUI) written in OCaml with challenging game AI CPUs. Modeled using reinforcement learning and a heuristic weight-setting algorithm, leading to over a 90% AI win rate.

**Study Pairing App:** iOS application implemented using Swift and Google Firebase for our full stack development architecture. Inspired by a *Tinder*-esque platform of pairing students to potential tutors. (*BigRed//Hacks, 2017*).

**MIPS Architecture Processor:** Fully-pipelined MIPS processor (circuit) with a working ALU, created in Logisim.

**Malloc:** Re-implemented C's dynamic memory allocation library (supporting malloc, free, and realloc) using C.