Jeffrey Wong
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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.
- Designed and implemented scalable MongoDB schema to replace a classified, existing database platform.
- Created Python and Bash scripts to automate system-wide data parsing, data retrieval, and visualization.
- Debugged IR tickets related to our existing Unix and Java codebase, 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.