Jeffrey Wong
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Education

- **Cornell University** — Ithaca, NY
  Bachelor of Science in Computer Science; GPA: 3.3 — *Aug. 2016 – May 2020*
  - **Relevant Coursework**: Analysis of Algorithms, Computer Vision, Database Systems, Artificial Intelligence, Functional Programming & Data Structures, Data-Driven Web Applications, Systems Programming, Discrete Structures, Engineering Probability and Statistics, Object-Oriented Programming, Introduction to iOS App Development, Introduction to Machine Learning
  - **Teaching Assistant**: CS 4700 (Foundations of Artificial Intelligence)
  - **Awards**: Engineering Dean's List (SP18, FA18)

Experience

- **Yext** — New York City, NY
  Incoming Software Engineering Intern — *Summer 2019*

- **Lockheed Martin** — Manassas, VA
  Software Engineering Intern — *Summer 2018*
  - Spearheaded and developed software for a submersible, threat detection system using signal processing methodologies in Java & MATLAB. Successfully ran the finished chassis & software through physical, environmental testing and provided written documentation in case of future renovations.
  - Debugged and resolved incidental report (IR) tickets regarding our existing Unix and Java codebase. Utilized Jenkins, Gerrit, and Git for automated remote code integration.
  - Assisted in initial MongoDB sharding setup in order to scale an existing database platform into a multi-node, distributed system. Resulted in stronger locality and improved fault-tolerance.
  - Created and modified Python and Bash scripts to automate data parsing, retrieval, and data visualization of storage hardware performance tests.
  - Performed string and system integration tests for proprietary database utilities.

- **Netsurit** — New York City, NY
  Engineering Intern — *Summer 2017*
  - Utilized remote accessing software (LabTech/ConnectWise Automate) to monitor 80+ servers and 2000+ client workstations for patching and troubleshooting.
  - Resolved proactive and NOC alerts continuously, reducing the number of triaged tickets by two-fold and resolving over 100 hours of client repairs.
  - Wrote scripts using LabTech syntax to automate the assessment of newly-issued tickets, deploy specific protocols and executables, and debug or update machines.

Skills

- **Languages**: Java (proficient), Python, OCaml, Javascript, Swift, R
- **Technologies**: Git, SQL, Firebase, Shell Scripting (Bash), LaTeX
- **Organizations**: Poseidon Dragon Boat Team, Cornell Varsity Badminton

Projects

- **Tetris AI**: Simulated Tetris gameplaying bot that uses genetic and greedy algorithms to clear 100+ lines. Real-time visualization implemented via front-end Javascript methodologies.
- **UNO!**: Fully functioning UNO 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 via playtesting.
- **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.