Jeffrey Wong

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EDUCATION

Cornell University   Ithaca, NY

Bachelor of Engineering in Computer Science; GPA: 3.2   *Aug. 2016 – May. 2020*

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

EXPERIENCE

Lockheed Martin   Manassas, VA

Software Engineering Intern   *Jun. 2018 – Aug. 2018*

- o   Spearheaded and developed production software for a submersible, threat detection system via SONAR and signal processing using C, Java, & MATLAB.
- o   Implemented front-end and back-end work for a web application, using MongoDB and an MVC paradigm.
- o   Created Python and Bash scripts to automate system-wide database parsing, retrieval, data plotting.
- o   Performed string & system integration tests for proprietary database utilities.
- o   Debugged 10+ IR tickets related to our existing Unix codebase, utilizing Jenkins, Gerrit, and Git for automated remote code integration.

Netsurit   Brooklyn, NY

DevOps Engineering Intern   *Jun. 2017 – Aug. 2017*

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

SKILLS

Languages: OCaml, Java, JavaScript, Python, Bash (& Shell Scripting), C, Swift, HTML, CSS, R
Operating Systems: Windows, Unix (Linux, Ubuntu), Mac OS X
Applications: Git, Logisim, Blackbox/Glassbox/JUnit Testing, Vim, LaTeX, Microsoft Office
Extracurriculars: Poseidon Dragon Boat Team, Cornell Varsity Badminton Team (D-I)

PROJECTS

Tetris AI: Simulated Tetris gameplaying bot that uses genetic and greedy algorithms to clear 100+ lines in JavaScript. Implemented as a real-time visualization via front-end 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.
Study Pairing App: iOS application implemented using Swift and Google Firebase for our full stack development. 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: Implemented C's dynamic memory allocation library (supporting malloc, free, and realloc) using C.