JORDAN WONG

+1 (408) 707-8317 | jordanhwong1@gmail.com | Milpitas, CA, USA | linkedin.com/in/jordanhwong

EDUCATION

University of California - Davis   **September 2021 - December 2024**
Bachelor's, Computer Science, Cinema & Digital Media   *GPA: 3.7*
- Machine Learning, Operating Systems, Programming Languages, Cryptography, Computer Architecture, Data Structure and Algorithm Design and Construction, Unit Testing, Object Oriented Programming, Linear Algebra, VR Development

EXPERIENCE

UC Davis Letters and Science IT Department   **Davis, CA, USA**
IT Help Desk Analyst   *September 2022 - Present*
- Provide technical support to 900+ faculty and staff in the Letters and Science department faculty through ServiceNow
- Resolve technical issues, software installation, computer hardware malfunctions, and network connectivity problems.
- Assist and mange computer systems through re-imaging and use of Microsoft's Active Directory Domain

UC Davis Biomedical Engineering Department   **Remote**
Student Teaching Assistant   *April 2022 - June 2024*
- Managed Google Firebase containing data of 100+ students quarterly for BIM088V, assisting with user authentication and cloud management
- Assisted the implementation of Python code of auto-grading students based on due dates and completion, done through Firebase data and Canvas student information
- Wrote scene transitions between game levels in C# Unity Game Engine, reducing loading times through decoupling and pushing with version control on Git

PROJECTS

National Science Foundation (NSF) Research: Photolithography Project Demo   **Davis, CA, USA**
- Assisted in the development of an education photolithography game used to prepare incoming 100+ students for the subject
- Researched component design patterns implementable within Unity representative of the etching process
- NSF Award Number: 2003849 ; Under the guidance of Professor Erkin Seker, in a team of 8 with defined roles

Fish Identifier CNN   **Davis, CA, USA**
- Manipulated data of 10,000+ images of 9 species of fish using Python, Keras, Tensorflow, and Pandas
- Use of common CNN techniques like activation functions, normalization, dropout layers, and max pooling
- Provided data visualizations of model, along with comparisons to ResNet-50 and VGG16 models with accuracy of 90%

Cogheart Chronicles   **Davis, CA, USA**
Input and Overworld Engineer
- In a team of 7, developed a turn-based role-playing game with procedurally generated dungeons and enemy encounters
- Programmed overworld mechanics of encountering through tile and scene management, along with player movement and interaction through command patterns and inventory management, and aiding in narrative design and visual storytelling
- Working through the SDLC, creating Game Design Document, alpha build, playtesting documentation, and deliverable beta

Hackathons
- Researched modern e-commerce issues facing merchants and conceptualized solutions driven by AI
- Utilized hugging face AI to recognize damaged and new product based on user images for returns, providing a quick summary through OpenAI on quality
- Managed database in SQL to ensure customer requests are properly stored and used for training data

SKILLS

Languages: C/C++, C#, Python, Java, Lua, R, HTML/CSS, iOS/Swift
Frameworks & Engines: React.js, Node.js, Linux/Unix, Unity, Pico-8, Godot, OpenAI
Tools: Git, Firebase, Tensorflow, Keras, Pandas, Pytorch, Xcode, Google Colab, MySQL