Jordon Shigon Ng
(415)676-8130
Jordon.s.ng@gmail.com
the-jsng.github.io (portfolio)

EDUCATION

University of California, Riverside

Bachelor of Science in Computer Science (Expected June 2015)

Experience in: C,C++, Bash, Perl, HTML

PROJECTS

Unix Performance Monitor – Vagrant, Bash, Perl, Bootstrap, PHP

- Worked in a team to create a graphical web interface to display information of a VM network

- Provisioned and managed CentOS VM's using Bash scripts and Vagrant

Simple Ray Tracer – OpenGL,C

- Implemented a triangle-based renderer for flat/smooth shading for polygons

Digital Design/Embedded Systems – C

- Designed a small video game using two ATmega1284 microcontrollers, LED matrix, LED display, numpad.

- Used RIBS/RITS to model finite state automata and test logic

SpinOut (Video Game) – Unity Engine 4.6, C#

- Worked in a team to develop a battle-racing game using C#,JavaScript in Unity

- Made basic game GUI elements and splash screens using the Unity API

- Uses C# scripts to manage gui logic and persistent objects such as sound

---

EXPERIENCE

Lead Lab Consultant, University of California, Riverside   Sept. 2014 - Present

Student Computing Services

- Oversee functions of computer lab and fellow consultants

- Work with supervisors to improve operations at a computer lab

Lab Consultant, University of California, Riverside   Sept. 2013 – Sept. 2014

Student Computing Services

- Provide helpdesk support for undergraduate and graduate students

- Work with fellow consultants and staff to troubleshoot computers, student queries

- Performed basic network diagnostics to find areas of weak network connectivity

---

EXTRACURRICULARS

Epsilon Iota Sigma (Academic & Career Fraternity)   June 2011 - Present

- Treasurer (2012-2013)

- Secretary (2011-2012)

International Peer Advisor (Fall 2013)

- Helped with immersion programs for international students