

Jordon Shigon Ng
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the-jsng.github.io (portfolio)

EDUCATION

University of California, Riverside

Bachelor of Science in Computer Science

September 2010 – June 2015

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 polygon renderer using Phong Illumination and Phong smoothing

Digital Design/Embedded Systems – C

- Designed a small video game using two ATmega1284 microcontrollers, LED matrix, LED display, and 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
- Integrated C# scripts to manage GUI logic and persistent objects such as sound

EXPERIENCE

Lead Lab Consultant, University of California, Riverside

September 2014 – June 2015

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

September 2013 – September 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

EXTRACURRICULAR

Epsilon Iota Sigma (Academic & Career Organization)

June 2011 – June 2015

- Treasurer (2012-2013)
- Secretary (2011-2012)

International Peer Advisor

Sept 2013 – May 2014

- Helped with immersion programs for international students