

Jacky Wong

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EDUCATION

Bachelor of Science (Computer Science) <ul style="list-style-type: none">University of New South Wales	2022 – Present
Bachelor of Civil Engineering (Honours) <ul style="list-style-type: none">University of New South Wales	2016 – 2019
Girraween High School <ul style="list-style-type: none">ATAR: 98.15	2010 – 2015

PROFESSIONAL WORK PLACEMENT

Stantec <i>Graduate Civil Engineer</i> <ul style="list-style-type: none">Produced detailed structural designs for water and sewage infrastructure as part of P4S.Completed detailed civil design for sewer network as part of P4S.Produced detailed civil and structural design for dam works in regional NSW.Developed FEA models and completed seismic analyses for major dam works in NSW.	April 2020 – Feb 2022
DIONA Civil Engineering Contractors PTY LTD <i>Undergraduate Engineer</i> <ul style="list-style-type: none">Complete weekly site progress reports to communicate the overall profits/losses of site activities.Conduct ITP inspections for underground cabling project to ensure items are actioned to plan.Produce quantity estimates for building components such as conduits & spacers for procurement.	February 2019 – August 2019
PIETYTHP Construction PTY LTD <i>Construction Cadet</i> <ul style="list-style-type: none">Complete pre-pour suspended slab and slab on ground ITP inspections to ensure quality controlProduce construction programs to assist in trade coordination and project productionPrepare concrete set-out and penetration drawings on AUTOCAD to assist the onsite construction surveyor.	March 2017 – August 2018

SOFTWARE PROJECTS

COMP1531 SOFTWARE ENGINEERING FUNDAMENTALS – WEB SERVER

- Developed backend features for a website that mimicked the functions of Microsoft Teams, where a user can login, be authenticated, create channels and messages while performing basic features in a chatroom.

BASIC JAVASCRIPT GAME – FLAPPY BIRD

- Implemented basic stylistic features to mimic the frontend of a flappy-bird game in CSS and HTML, and corresponding backend functions to implement the mechanics of the game. The game uses a basic shape as the character and blocks as the obstacles, with a basic counter to keep track of score.

SKILLS

Software: C, JavaScript, Typescript, HTML, CSS

REFEREES

Available Upon Request