

# Jonathan Kong-Shi

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## Education

### **Wentworth Institute of Technology (Wentworth) | Boston, MA**

*Bachelor of Science in Computer Science*

Related Courses: Game Development, AI for Gaming, Software Engineering, Senior Project, Web Development, Programming Languages, Parallel and Distributed Computing, Algorithms, Data Structures, Databases, Operating Systems

## Skills

**Programming Languages:** C#, C, Python, HTML, CSS, PHP, JavaScript, Java, SQL, F#, Prolog

**Software & Tools:** Visual Studio Code, Unity, GitHub, IntelliJ, Eclipse, Godot, XAMPP

## Projects

### **Stoodle | Senior Project (Group)**

May 2024 - Aug. 2024

- Contributed to Moodle, an open source Learning Management System by extending their features via a study tool plugin that allows students to create flashcards and mock quizzes
- Used PHP, HTML, CSS, and JavaScript for frontend, and MariaDB with SQL through XAMPP for backend
- Worked on the frontend for both flashcards and quiz by dynamically displaying data taken from the database

### **Lunar Shuttle | Software Engineering (Group)**

Jan. 2024 - Apr. 2024

- Developed a roguelike game in Godot using C# with three others following the Software Development Life Cycle
- Created a tile-map that served as a catalyst for other team members to explore creating their own levels
- Implemented an upgrade system that provides stat enhancements throughout the course of the game
- Assisted in implementing a high score system that keeps track of the highest score between playthroughs

### **A Game To Die For | Jame Gam (Group)**

May 2023

- Collaborated with a team of four to participate in a game jam that featured a theme [Death is Inevitable] and special object [Box of Randomness] constraints
- Brainstormed and prototyped a functional product within a five day time limit using Unity3D, C#, and Git
- Programmed the card selection and logic for a rock, paper, scissors card game

## Co-op Experience

### **IT Co-op | Fitzmeyer & Tocci Associates, Inc. | Woburn, MA**

Sep. 2023 - Dec. 2023

- Assisted co-workers with technical difficulties remotely and in-person
- Installed and updated applications for co-workers to ensure they are using up-to-date software
- Performed daily reviews of conference rooms and technical devices to provide smooth operations during meetings
- Published a tutorial on converting image formats to improve efficiency for workers using Revit
- Coded automation scripts in Kaseya to install software on multiple employee computers at once
- Solved a major issue affecting SonicWall and Microsoft Teams that saved future laptops from needing to be rebuilt

### **AI and Serious Games Research Co-op Student | Wentworth | Boston, MA**

Jan. 2023 - May 2023

- Built two games and updated one in Unity3D using C# and Visual Studio with GitHub as version control
- Created SCrisis Terminator game to teach children [in middle school] about Sickle Cell Anemia
- Led SCrisis Terminator team [of three] by setting up meetings and delegating tasks to each member
- Reported to supervisor, Professor Yetunde Folajimi on a consistent weekly basis
- Presented the game WatchOut! to accepted students during the Welcome Day event, then answered questions about co-op experience and the game

## Activities

### **Association of Computing Machinery WIT Student Chapter**

May 2023 - Apr. 2024

- Assisted in planning and organizing a Virtual Reality Jam hackathon open to all Colleges of the Fenway students
- Competed in the virtual reality hackathon with a project and won a prize

### **WIT Game Development Club | Secretary**

Dec. 2021 - Apr. 2024

- Served as the inaugural secretary during the creation of the club
- Organized a two-day overnight game jam event open to all Colleges of the Fenway students
- Documented relevant discussion topics for club meetings as well as planned meetings with event staff