

# Marcus Wong

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## EDUCATION

**Pace University, Seidenberg School of Computer Science and Information Systems (CSIS)**

New York, NY

Bachelor of Science (BS) in Computer Science

May 2021

## RELEVANT COURSEWORK

Computer Programming I & II | Data Structures and Algorithms | Algorithms and Computing Theory | Computer Organization | Math Structures in Computer Science | Web Design for Non-Profit Organizations | Fundamentals of UNIX and C Programming | Artificial Intelligence I

## TECHNICAL SKILLS

Programming Languages: Java, C, HTML, JavaScript, C#, Python

Operating Systems: Mac OS, Windows 10

Software: Microsoft Office Suite (Word, Excel, PowerPoint), Adobe Premier, Adobe Photoshop, Adobe Illustrator, Unity, Ren'Py

## ACADEMIC PROJECTS

**Global Game Jam 2020**

February 2020

- Utilized the Unity game engine to develop a 3D Statue Creation game
- Developed scripts in C# to manipulate game objects

**BrickHack V**

February 2019

- Utilized the Ren'Py game engine to develop a 2D Visual Novel game using Python

## EXPERIENCE

**Bay Ridge School of Music**

Brooklyn, NY

Marketing Consultant

January 2019 – Present

- Analyze consumer behavior data using Microsoft Excel to develop and budget campaigns for various marketing and media outlets to help achieve the company's advertising objectives.
- Present robust marketing plans to leadership in order to communicate research findings, target market analysis, strategy and budget breakdown.

**ILoveKickboxing - Parkslope**

Brooklyn, NY

Social Media Coordinator

May 2017 – September 2017

- Produced blog posts, pay-per-click ads, and promotional content.
- Analyzed key performance indicators monthly using Microsoft Excel applying data analytics to drive future strategic planning

## LEADERSHIP

**Brooklyn Technical High School, Key Club**

Brooklyn, NY

Bulletin Editor

2017

- Designed a monthly newsletter that recapped the volunteer work our club did throughout each month.
- Organized and participated in volunteer events

## ACTIVITIES

- Global Game Jam 2020, Participant, *February 2020*
- BrickHack V (Hackathon), Participant. *February 2019*
- 2017 Annual Citywide Graphic Arts Competition, *June 2017*