

Megan Wong

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EDUCATION

University of California, Berkeley

May 2028

College of Computing Data Science and Society - B.A Computer Science and Economics

Relevant Coursework- Calculus II, Data Structures, Linear Algebra

WORK EXPERIENCE

Clune Construction

May 2025 - Present

Corporate Systems Intern

Chicago, IL

- Built full-stack internal admin tools with React, SQL, and Node.js to streamline workflows and enhance data visibility
- Developed backend microservice with OAuth2 to sync employee and project data across OpenAsset, Popl, and CMIC
- Designed a plugin-based architecture to enable scalable, configurable data syncs across platforms and future tools

Clune Construction

May 2024 - August 2024

Project Management Intern

Chicago, IL

- Managed subcontractor schedules and material logistics for a \$16M Ventas office build-out in a Chicago skyscraper
- Streamlined workflows by aligning stakeholders, using just-in-time scheduling, and maintaining detailed documents
- Performed quantity takeoffs using On-Screen takeoff to support competitive bid packages and precise project scoping

The Young People's Project: InSTEM

June 2020 - May 2024

Math Literacy Worker

Chicago, IL

- Trained 60+ students for the National Flagway competition in algebra and reasoning, with 12+ flown out annually
- Designed interactive modules, teaching Python, robotics, and math to increase engagement across the Chicagoland
- Facilitated hands-on workshops—solar cars, liquid nitrogen demos, and Python games—to reinforce learning concepts

PROJECTS

Build Your Own World

April 2025 – May 2025

- Built a randomly generated tile-based game world using OOP to structure rooms, hallways, and avatar movement
- Implemented interactive features like coins and teleporting portals using seeded randomness and event-driven logic
- Created a save/load system with file I/O to preserve game state, ensuring deterministic avatar behavior across sessions

NGordNet (Ngrams and Wordnet)

April 2025 – May 2025

- Designed a backend system in Java to process semantic queries using WordNet and historical n-gram data
- Built a directed graph to model sysnets and hyponym relationships, enabling recursive word expansion and lookup
- Implemented traversal and frequency-based algorithms to identify and return top hyponyms by usage across time

Arcade Machine Project: Lily Pad Plunge

September 2024 – November 2024

- Programmed C++ game logic with Arduino to control a 2-axis gantry system, servo motors, buttons, and LCD scoring
- Integrated mechanical and electrical components to enable precise motion control and responsive arcade gameplay
- Collaborated on a React website built with hover effects and interactive UI to showcase game logic and development

LEADERSHIP & INVOLVEMENT

Berkeley Cub Consulting - Client: Vly.ai (Y Combinator)

January 2025 – May 2025

Consultant

San Francisco, CA

- Advised YC-backed AI startup on competitive differentiation, user segmentation, and GTM insights to guide growth
- Conducted UI/UX audit and delivered design recommendations to streamline onboarding and boost user engagement
- Developed cross-platform content strategy and tailored outreach plan informed by competitor and market analysis

Berkeley Cub Consulting- Client: Binge Coffee House

January 2025 - May 2023

Consultant

Berkeley, CA

- Advised on launch strategy, sold out drinks, and a survey-informed menu that contributed to a second location launch
- Drove on-campus market research using raffles and tabling to gather 250+ Gen Z insights for product development
- Boosted Binge's digital presence and drove customer turnout by producing content that generated 12k+ views

ACE Design and Build: COME-UNITY Joy Garden

May 2023 - August 2023

Mentee

Chicago, IL

- Revitalized a neglected space into a communal hub by planning and designing structures with engineers and architects
- Constructed an archway, canopy, climbing area, and path using AutoCAD for design, CNC tools, and power tools
- Engaged community stakeholders to align design elements with local needs, ensuring lasting neighborhood impact

SKILLS

Software: Python, Java, SQL, Google Workspace, Adobe Products, Blue Beam, Canvas, Onscreen Takeoff, C++

Interests: Caddie, Teaching, Weight Lifting, Tennis, Scrapbooking, Music, Baseball, Graphic Design, Hiking, Girl Scouts