Matthew James **Wong**

matthew.wong76@gmail.com | https://github.com/mwong33 | https://mwong33.github.io/portfolio

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EDUCATION

University of Southern California | Los Angeles, CA   **Spring 2020 - Present**
M.S. Degree in Computer Science   GPA: 4.00
Georgia Institute of Technology | Atlanta, GA   **2011 - 2015**
B.S. Degree in Industrial and Systems Engineering   Graduated with Honor

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EXPERIENCE

Timbre Interfaces, Inc. | Remote   **Oct 2020 - Present**

Front-end Developer
- Used React Native to develop Timbre Chats' home screen, which allows users to record and send messages to their contacts.
- Developed the app's custom 'Timbre' button which includes multi-gesture features in order to provide users with a smooth recording experience.

Parfé | Remote   **Oct 2020 - Present**
Software Engineer Intern
- With Swift and Adobe XD, I redesigned the app's eatery modal to provide users with more information regarding the selected restaurant!
- Designed and developed improvements to the app's map view UI with more informative tooltips and map icons .
- Implemented the app's notifications feature, which informs users of trending "Foodprints" and "Eateries" with Swift & Ruby on Rails.

Qualtrics | Provo, UT   **Oct 2019 - Aug 2020**
Software Test Engineer II
- Converted my developer team's manual release process to Continuous Deployment via Jenkins 2. This improved our release cycle cadence from 1 week to 1 day.
- Organized the migration of our company's end to end test framework's public API usage to the latest version.
- Hosted training seminars on how to convert a manual Continuous Delivery pipeline in Jenkins to Continuous Deployment.

Qualtrics | Provo, UT   **May 2017 - April 2017**
Software Test Engineer I
- Constructed test plans for new features, which cover the use of unit, integration and end-to-end testing.
- Contributed to selenium based end-to-end test frameworks written in Python.
- Designed and developed release pipelines for various services with Jenkins 2 and Rundeck.

PROJECTS

Coffee Chats App for Verits.org   **Fall 2020 - Present**
- Designing and developing a CRUD application to manage the pairings of users using Node.js and Express Framework.
- Developing the client facing web application using React.

Intel Officer   **Fall 2020**
- Used Ionic & React to develop a mobile app designed to track game mechanics for FFG's Star Wars Armada tabletop game.
- The app features an in game turn counter and a dice simulator providing player's with various statistics of their ships' armament.

eBay Item Search   **Summer 2020**
- Created a web and mobile application that utilizes eBay's public API to allow users to search for listed items on eBay based on various search parameters.
- The web application frontend was built with Angular, whilst the mobile app was built with Java via Android Studios.
- Both applications utilised a backend server written with Node.js using the Express framework and deployed using Google Cloud Platform's App Engine.

RESEARCH

DreamTek Industries | Remote   **June 2020 - Aug 2020**
Backend Team Lead
- Conceived and Implemented the Technology & Implementation Roadmap for a team of five developers.
- Consulted and Provided technology solutions for external teams.
- Mentored team members on running meetings and writing agendas/briefs.
- Provided Direction and Collaboration with team members on areas of research.

SKILLS

Python, Java, JavaScript, TypeScript, HTML, CSS, React, React Native, Ionic, Bootstrap,Node.js, Express, MongoDB