Matthew James **Wong**

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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

EXPERIENCE

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

Front-end Developer
- Using React Native to develop the [Timbre Chats](#) app's home screen, which allows users to record and send messages to their contacts.
- Developing the app's custom 'Timbre' button which includes multi-gesture features in order to provide users with a satisfying recording experience.
- Developing the app's custom record view component which visually indicates to the user the length of their recording through animated vertical bars.

Parfé | Remote   **Oct 2020 - Present**
Software Engineer Intern
- With Swift and Adobe XD, I'm redesigning [Parfé](#) 's eatery modal to provide users with more information regarding the selected restaurant!
- Designing and developing improvements to the app's map view UI with more informative tooltips and map icons .
- Implementing the app's notifications feature, which informs users of trending "Foodprints" and "Eateries" with Swift & Ruby on Rails.
- Redesigned Parfé's user search view to now include each user's profile image, name and username.
- Implemented alphabetical search to allow users to easily lookup different cuisine types they wish to tag to their "Foodprints".

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 2019**
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 improve the player experience of 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.
- The app also utilizes Capacitor's storage API to allow users to save "fleets" and load them up into the app's battle report interface, which is designed to make the game easier to play by automating multiple complex mechanics of the game.

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