

Matthew James Wong

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EDUCATION

University of Southern California | Los Angeles, CA

M.S. Degree in Computer Science

Spring 2020 - Present

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 - Jan 2021

Front-end Developer

- [Timbre Chats](#) is a mobile app that aims to bring voice messages to the forefront of interpersonal communication amongst peers.
- Used React Native to develop the Timbre Chats app's 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 satisfying voice recording experience.
- Developed 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 - Jan 2021

Software Engineer Intern

- [Parfé](#) is a Food journaling app, that allows users to log, share and earn badges from their various food adventures.
- With Swift and Adobe XD, I redesigned Parfé's eatery modal to provide users with more information regarding the selected restaurant.
- Implemented Apple's MapKit to allow users to easily get directions to restaurants of interest via Apple Maps.

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 - Sept 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 using Python.
 - Designed and developed release pipelines for various services with Jenkins 2 and Rundeck.
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PROJECTS

Coffee Chat App for Verits.org

Fall 2020 - Present

- Developing the backend systems and APIs for The Veritas Forum's Coffee Chat App. This project involves MongoDB, Node.js, and the Express framework.
- Designed the original specifications for the project's MongoDB schema and endpoints for the project's Node.js backend.

Flag Bridge

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 players 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.
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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 in areas of research.
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SKILLS

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