# **Felicia Wong**

490 State St. New York, NY 11217 • (954) 319-5656 • <a href="mailto:fmw212@nyu.edu">fmw212@nyu.edu</a>
<a href="mailto:Github">Github</a> • <a href="mailto:LinkedIn">LinkedIn</a>

# **Projects**

### Airfnf | live • github

Airbnb for renting food hangouts

- ❖ Single-page Backbone app using RESTful JSON Rails API
- Search page updates results in real-time when new filters are applied
- Leverages database transactions to ensure well-formed data
- Geocodes listings with the Google Maps API

### Asteroids 2P | live • github

A twist on the classic arcade game in the browser

- Built with HTML5 canvas and JavaScript
- Calculates objects' movement, direction, and momentum using vector algebra

### <u>CLI Chess</u> | github

Command Line Interface Chess, written in Ruby

- Includes a computer-player AI
- Utilizes multiple levels of class inheritance to keep code DRY

# Skills

Ruby Ruby on Rails JavaScript Backbone.js jQuery HTML CSS SQL Git RSpec TDD

# **Employment**

#### Game Design Intern at Arkadium

1/2014 - 5/2014

- ❖ Designed levels for a match-3 game during its preproduction phase
- Created and presented wireframes of features using screenshots,
   Powerpoint, and Balsamiq at key company meetings
- Playtested builds and gave feedback resulting in improved design and uncovered bugs

**Assistant Scientist Intern** at Monell Chemical Senses Center
Laboratory of Joel Mainland, Ph.D.

Summers
'12 and '13

- Made essential contributions to PI's research by testing mathematical models
- Developed two programs to communicate between test subjects and a device, storing the results in an Excel file

## **Education**

#### App Academy

3/2015-6/2015

Full Stack Web Development Course New York, acceptance rate < 5%

### New York University, New York, NY

2010-2014

Bachelor of Arts in Chemistry, Minor in Game Design, GPA: 3.453

Relevant coursework: Calculus I & II, General Physics I & II, Quantum Mechanics & Spectroscopy, Intro to Computer Science