

Robert C. Wong

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EDUCATION

Stony Brook University

Bachelor of Science in Computer Science

Stony Brook, NY

Aug. 2022 – May 2026

Relevant Coursework: *System Fundamentals 1 & 2, Data Structures & Algorithms, Analysis of Algorithms, Programming Abstractions, Discrete Mathematics, Linear Algebra, Probability & Statistics, Calculus 1 & 2*

Division Avenue High School

High School Diploma

Levittown, NY

Sept. 2018 – June 2022

EXPERIENCE

Summer College Intern

NYPD Compliance Division

July 2024 - August 2024

Manhattan, New York

- Assisted in maintaining and learning an in-house program developed using R and Python for efficient storage and search, and use of video data.
- Recorded detailed descriptions, tags, and categories for videos of interest in spreadsheets for further analysis.
- Analyzed collected data to identify trends and develop strategies to prevent future incidents.
- Collaborated with a team to create comprehensive reports for the police chief and highlighted precincts, showcasing trends and requiring explanations for data anomalies. Prepared detailed documents, PowerPoint presentations, and delivered monthly presentations to senior officials.

AI Trainer

Outlier AI

June 2024

Remote

- Analyzed the output and backend of an AI model according to given prompts, reviewing the steps the model took, which included Python and SQL processes.
- Assessed which output was best and provided a detailed justification regarding it.
- Contributed to the AI model's improvement by feeding back comprehensive justifications, enhancing its ability to generate accurate and relevant responses for future prompts.
- Maintained detailed records of evaluations and justifications to track progress and identify areas for further enhancement.

PROJECTS

Legion | *C, Unix System Calls, Signal Handling, Process Control*

March 2024 – April 2024

- Developed a Unix application for process handling and inter-process communication.
- Created and managed daemons with functions for starting, stopping, and logging activities.
- Employed pipes and signal handlers for secure and effective synchronization and control.
- Ensured system stability with robust error handling and signal safety mechanisms.

Charla | *C, POSIX Threads, Sockets, CSAPP Library*

April 2024 – May 2024

- Developed a multi-threaded chat server in C for handling multiple client connections.
- Utilized POSIX sockets for real-time messaging between users.
- Ensured thread-safe operations with mutexes and semaphores to manage shared resources.
- Designed registries for dynamic user sessions with functionalities for registration and querying.

Chip-8 | *Rust, SDL, Graphics and Input Handling*

June 2024 – July 2024

- Developed a fully functional Chip-8 emulator capable of running classic Chip-8 games and programs.
- Emulated key components including RAM, program counter, a variable register, instruction register, stack pointer, stack, keypad for input, delay timer, and sound timer.
- Implemented the emulator using Rust and utilized SDL for rendering the 64x32 pixel monochrome display and handling user input.

TECHNICAL SKILLS

Languages: C, Rust, Python, JavaScript, Java, OCaml, HTML/CSS, PostgreSQL

Operating Systems: Windows, Linux, MacOS

Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse