

# THOMAS WONG

SOFTWARE ENGINEER | THOMASWONG312@GMAIL.COM

## CONTACT

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## EDUCATION

B.S. Computer Science  
University of California,  
Santa Cruz | 2016 - 2019  
3.52 GPA

## PROFESSIONAL SKILLS

Programming Languages  
Proficient : Java | Python | JavaScript |  
HTML  
Prior Experience : CSS | C | SQL |  
TypeScript | Kotlin | noSQL

Tools  
Proficient : Git | Android Studio  
Prior Experience : Node.js | Web2py |  
React | Angular | MongoDB | Unix |  
Docker | Adobe

## PROFILE

A new graduate skilled in leadership, with a strong foundation in math, logic, and problem-solving, looking for new opportunities to learn and solve new problems!

## EXPERIENCE

### SOFTWARE INTERN-FRONT END

Cryptanna | Sept 2018 - December 2018

React Native, NodeJS, Firebase, Express, HTML, CSS, Javascript

- Collaborated with four other team members to build a iOS application based on the design from the Cryptanna website
- Designed and Created the UI and functionality for the settings page according to the given requirements
- Programmed a request in Firebase's noSQL real time database to retrieve and update user information such as a user's tokens
- Learned how to implement and adapt software designs based on the legacy code

### INGENIOUS FOR THE GLASS ROOM

Mozilla | Tactical Tech | October 2019 - November 2019

- Participated in training workshops to learn more about data privacy and data security concerns
- Discussed and Answered questions from visitors about themes and issues arising from certain exhibits
- Hosted workshops about how data can be used in targeted advertising and how the OCEAN tool was used to sway voters in elections

### ESPORTS DATA VISUALIZATION

Esports | March 2019 - June 2019

React, NodeJS, Python, Javascript, HTML, CSS

- Worked with a team of two other members to create a React application that displays and analyzes trends in the Esports competitive scene from 1998 to 2018
- Scraped over 50 pages of Esports data such as the amount of winnings from one tournament or the competitive player base demographic
- Cleaned the incomplete collected data and displayed trends in different categories of Esports such as player age or player winnings

### TEAM MEMBER FOR SLUG CENTRAL

SlugCentral | March 2017 - Present

Android Studio, Firebase, NodeJS, Java

- Guided and worked with three other members to create an Android application that would be a central hub of information for students at UC Santa Cruz
- Implemented and Designed the UI of the loading screen, landing page, planner, and the settings page
- Utilized Firebase's realtime database to store and retrieve up to date listings of courses available provided by Course API by creating a worker that starts every 24 hours
- Helped set up the Locations page to show the current class or the classes in a user's planner and planned to show possible routes