

Jonathan Wong

jrw9661@rit.edu
(973) 525-3889

<http://github.com/wongJonathan>
<https://www.linkedin.com/in/jonathan-wong96>

EDUCATION

Rochester Institute of Technology,

Rochester, NY

Bachelor of Science in Computer Science | May 2020 | GPA: 3.42

Relevant Courses: Public Relations Writing, Concepts of Computer Systems, Intro to Computer Science Theory, Linear Algebra, Game Theory, Analysis of Algorithms, Data Management

SKILLS

Programming Languages: Java, Python, C#, JavaScript, TypeScript, Swift

Operating Systems: Unix/Linux, MS Windows, Mac OSX, iOS, Android

Development Tools: Amazon Web Services, Unity, Version Control (Git), Jenkins, Travis CI

Frameworks: React, Redux, Serverless, Selenium, Vizceral, ASP.NET Core, Django, Flask

Other: Ability to multitask, effective team player, exceptional oral and written communication skills.

Extracurriculars: Rock Climbing, Powerlifting

PROJECTS

Serverless-Domain-Manager, Serverless-Vpc-Discovery

(Amplify, May - August '18)

Role: Lead developer for two open sourced plugins using the **Serverless Framework**.

Objective: The goal was to make it easier to create a custom domain with the desired base path or assign desired vpc, subnets, and security groups to their **Amazon Web Service (AWS) Lambdas** respectively.

Amplium

(Amplify, May – August '18)

Role: Lead developer for an auto scaling **Selenium Grid** infrastructure.

Objective: To use an AWS Lambda as a proxy for Selenium hubs to communicate with nodes hosted on **AWS EC2 Instances** and storing their locations using **DynamoDB**.

Budget Buddy

(August – Present '18)

Role: Lead front-end designer for money tracking web app.

Objective: To learn how to use ASP.Net Core, PostgreSQL, and Typescript to create an intuitive app that displays a graph based on spending trends.

Gym Manager Game

(October – Present '18)

Role: Lead developer for a video game where players are tasked to manage a fitness center.

Objective: To use Unity to create a game similar to "Diner Dash" where the player must manage their time between keeping customers safe and finishing their homework on time.

iOS App

(June – August '18)

Role: Lead developer for a money tracking app.

Objective: To learn iOS design and Swift to create an app that tracks daily expenses based on user input.

EXPERIENCE

Amplify,

New York, NY | January 2017 – August 2017

Software Engineer Co-op

- Learned JavaScript, Python, and different AWS technologies.
- Utilized various technologies to create products to either use internally or open source.
- Lead front-end designer for a project that displays animated traffic graphs for the company's AWS EC2 instances using Netflix's "Vizceral".
- Provided continued support for released products "Amplium", "Serverless-Domain-Manager", and "Serverless-Vpc-Discovery".