Jacky F. Wong

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EDUCATION

Master of Science in Computer Science   **December 2022**
Clemson University   Clemson, SC
Concentration: Human Centered Computing   GPA: 3.53/4.00

Bachelor of Science in Computer Science   **August 2021**
Clemson University   Clemson, SC
Minor: Digital Production Arts   GPA: 3.69/4.00

WORK EXPERIENCE

Full Stack Software Engineer Intern/Part-Time   May 2022 - Present
FlexGen // *Durham, NC (Hybrid, Remote)*
- Developed web app updates and features in React and Node.js
- Implemented new brand guidelines in Storybook and Figma
- Utilized inter- and intra-team communication to improve software

Samples System Co-Op   Jun 2021 - Aug 2021
Shaw Industries // *Dalton, GA (Remote)*
- Resolved issues and add features to an internal, enterprise-level web application with Angular, Java, SQL
- Collaborated with team to meet requirements created from existing analysis
- Gained exposure in analysis and testing completed tasks

Enterprise Business Intelligence Co-Op   Aug 2020 - Dec 2020
Shaw Industries // *Dalton, GA (Remote)*
- Automated Active Directory, Tableau, and SAP BusinessObjects processes with Python, RESTful/GraphQL APIs, SQL
- Developed code with ease-of-maintenance, ease-of-use, and automation in mind

Identity and Access Management Intern   Jun 2020 - Aug 2020
LPL Financial // *Fort Mill, SC (Remote)*
- Received training in IAM and ForgeRock Identity Platform
- Developed APIs using MuleSoft Anypoint Studio and Mule 4
- Exposed to Agile software development

EXTRACURRICULAR EXPERIENCE

CUhackit Mentor // *Clemson University*   Jan 2022
- Advised 4+ student teams on project design and technical implementation
- Presented introductory workshop on APIs to beginners

CUhackit Participant // *Clemson University*   Jan 2018 - Jan 2021
- Built frontend for two webapps with HTML, CSS, JavaScript
- Developed two game-related programs with Python
- Collaborated in a team of multiple students within 24 hour time limit

HackGT 7 // *Georgia Institute of Technology (Remote)*   Oct 2020
- Built digital room-based proximity video chatting web application
- Designed wireframes and mockups for user experience with Adobe XD, Illustrator
- Built frontend for application with HTML, CSS (Bootstrap 4), JavaScript