

Bruce Wong

CELL (510) 209-9995 • E-MAIL brucewong21@gmail.com

GITHUB [CelesteComet](#) • LINKEDIN <https://www.linkedin.com/in/bruce-wong-7a3367a6/>

SKILLS Node, Express, Android, Mongoose, Websockets, ReactJS, SQL, Ruby, JavaScript, Ruby on Rails

WORK SAMPLES

Skypii (Rails, PostgreSQL, ActiveRecord, ReactJS, Redux) | *Sole Developer*

[live](#) | [github](#)

The near pixel perfect Skype clone with absolutely no twist.

- Wrote custom Redux middleware to parse user messages to replace emoji keywords with animated emojis.
- Designed real-time messaging using ActionCable and increased overall application responsiveness by pushing message notifications to sidekiq background processing.
- Utilized the relational database PostgreSQL to design Rails ActiveRecord backend models such as Messages, Rooms, and Room Memberships.
- Crafted a pixel perfect clone of the original web application using SCSS and Responsive Media Queries.
- Wrote a custom self contained React component which allows for easy creation of animated emoji sprites through the use of sprite sheets and native HTML5 Canvas rendering.

Flaker (Java, Android Studio, Firebase) | Group Work (Joey Feng, Rose Lee, Alex Kite)

[live](#) | [github](#)

A mobile Android app to keep friends accountable for being late to appointments.

- Utilized Firebase to implement real-time friend tracking.
- Implemented a point based "lateness" system to show how flakey your friends may be.
- Used Google Maps API within an Android fragment to create a single view multiple fragment experience.

MusicShieldJS (JavaScript, ThreeJS) | *Sole Developer*

[live](#) | [github](#)

An interactive audio visualization experience in WebVR.

- Parsed music frequency data using the Web Audio API and used ThreeJS to create real-time music visualizations in a virtual 3D environment.
- Utilized the GearVR controller to block beats, which are synced to the rhythm of Despacito.

Doom Clone (JavaScript, BabylonJS) | *Sole Developer*

[live](#) | [github](#)

Homage to the 1993 hit classic video game DOOM originally developed by Id Software

- Developed functions to display correct enemy sprites based on player position and enemy direction using a technique known as "billboarding a 2D sprite" into a 3-dimensional environment.

EXPERIENCE

Software Test Engineer

RTL Test Labs

Aug 2016 - Sep 2017

- Solely developed in-house front-end user interface for company timesheet system using AngularJS.
- Maintained and extended company automation scripts written in Ruby using Selenium webdriver.

Bio Test Technician

Cepheid Inc

Feb 2014 - Feb 2015

- Wrote a visual basic script to automate excel data entry of lab test results.
- Wrote AutoHotKey scripts to automate manual mouse clicking for biolab test software.

EDUCATION

Web Development - App Academy

BA Education - UC Davis, Chemistry 2013