

# Joanne Wong

## SOFTWARE ENGINEER

224-392-8742

jwong.develop@gmail.com

jpwong.com

San Francisco, CA

### PROGRAMMING LANGUAGES

Ruby on Rails, React, MySQL, Java, Python, JavaScript, C#

### SOFTWARES & TECHNOLOGIES

AWS OpenSearch, AWS Lambda, AWS AppSync, AWS CDK, Jira, Git, Slack, IntelliJ, Unity (2D/3D), Kibana, IntelliJ IDEA, Visual Studio, Splunk, Trello, Adobe Photoshop

### OTHER SKILLS

Virtual Reality Development, Game Design Project Management, User Interface Design, Peer Tutoring, Event Planning

### EDUCATION

**Drexel University**, Philadelphia, PA  
BS Software Engineering, 2016  
Minor in Japanese

**Tohoku University**  
Study Abroad - JYPE Program  
Sendai, Tohoku, Japan  
October 2014 - February 2015

### HONORS & AWARDS

JASSO Scholarship, Tohoku University  
CEDEC Scholarship, IGDA Japan  
Dean's Scholarship, Drexel University  
Excellence in the History of the Arts Award

### VOLUNTEERING & COMMUNITY

Conference Associate, Game Developers Conference  
IT Lead, The Studio at SIGGRAPH

## EXPERIENCE

### Amazon - Goodreads

Software Engineer

San Francisco, CA

May 2019 - July 2022

- Redesigned blocked content internal tooling to capture 4 new metrics, as well as making the tool more extensible for different kinds of content
- Set up developer tools and pipeline on new native AWS front-end stack, including ESLint, TypeScript, and a custom front-end logging library
- Maintained all areas of search pipeline, including a Ruby back-end, Java service, Python AWS Lambda, AWS Kinesis, AWS OpenSearch, and React front-end
- Recreated the navigation bar search box end-to-end from scratch with accessibility improvements in a new stack using React and AWS AppSync
- Implemented cross-platform tracking support on an old A/B test framework in order to set up search-related experiments, which were seen over 400k times per day on average
- Revamped our scrum processes as scrum master over 9 months, improving prioritization for quarterly goal tracking and completion

### Intuit

Software Engineer

Mountain View, CA

March 2017 - April 2019

- Designed and developed a dashboard using React for onboarding and managing services and environments in Kubernetes
- Wrote and maintained UIs in React with REST APIs for creating and managing Jenkins builders and Kubernetes namespaces
- Created dashboards in Kibana and Tableau to simplify evaluation of team metrics at 3 different levels of the organization

### Drexel GLIDE Lab (Educational Games)

Programming Intern / Research Assistant

Philadelphia, PA

Feb - June 2015

- Designed game prototype for teaching children the 12 principles of animation
- Designed and implemented a database in MySQL with over 15 tables totaling over 130 columns, and created a web interface for it with PHP
- Wrote a Python script to combine data across 3 differently formatted CSV files into an easily readable form, reducing 16 days' work to 1 day

### Cisco Systems

Software Engineering Intern

San Jose, CA

June - Sept 2014

- Wrote search queries for the Splunk tool to meaningfully aggregate log data and created custom dashboard panels to display the results
- Inserted logging messages for 2-10 actions into each area of a Ruby on Rails portal application with a custom logging library
- Used Maven, Eclipse, JRuby, and Java to add logging to a separate application interacting with the Ruby on Rails portal

## PROJECTS

### SIGGRAPH ScavengeAR 2018

Side Project

July - Aug 2018

July 2019

- Implemented AR camera screenshot button
- Added tap interaction to play animations on 3d models
- Programmed 3D AR buttons for toggling info panels appearing beside 3D models that appear when scanning markers around the conference

### The Knowledge We Seek

Senior Project

Sept - June 2016

- Programmed puzzle elements on both mobile and VR clients, as well as the inventory system and major UI elements for the mobile side
- Worked in a team of 12 to design and implement the game in Unity

For demos and other projects, go to [jpwong.com/portfolio](http://jpwong.com/portfolio)