



CONTACT

📞 +1 858-382 (9628)

✉️ myleswongbusiness@gmail.com

🌐 myleswong.weebly.com

🌐 farly.itch.io

EDUCATION

August 2019 - Present

UCSD

- ICAM Major
- GPA: 3.6/4.0

August 2017 - May 2019

Grace Christian Highschool

- Junior & Senior Years
- GPA: 4.0

SKILLS

- Experienced Coder
- Adaptable
- Open to Feedback
- Time Management
- Responsible
- Willingness to Learn
- Critical Thinking
- Patient
- Fast Writer

LANGUAGES

- English (Fluent)
- French (Basics)

MYLES WONG

GAME DEVELOPER / DESIGNER & INSTRUCTOR

WHO AM I?

I'm a student graduating from UCSD this year, majoring in ICAM (Interdisciplinary Computing and Arts Major). I've worked with many computer languages, such as HTML/CSS, Java, C++, and Python. For game engines, I've worked with Godot and Unity.

My dream is to create a game that I'm passionate for. Something fun, memorable, and enjoyable. I take pride in watching people play through my projects, and my greatest strength is my ability to take in feedback and process it to improve what I do. I'm always open to criticism, and see it as an opportunity.

On my website, myleswong.weebly.com, I have a list of projects I've worked on, and my experience gathered from working on them.

WORK EXPERIENCE

Rockwest Composites

July 2022 - August 2022

Content Intern

- Helped with backend website design and programming.
- Created content for their new site by writing articles and proofreading text.
- Although unfamiliar with composites and engineering, took the time to interview on-site engineers to learn about the processes and machinery to ensure accuracy in my writing.

ScreenRant

September 2020 - March 2021

Freelance Writer

- Wrote articles relating to recent game topics.
- Researched information thoroughly to ensure accurate information is being published.
- Followed strict guidelines in my work, ensuring the work adheres to what is necessary as requested by ScreenRant.

ThoughtSTEM

July 2018 - August 2019

Coding Teacher

- Taught coding through building block languages, such as Scratch, to kids aged 5-12.
- Adapted curriculum and maintained a tight schedule to ensure all kids finished projects on time.
- Provided a positive, safe learning environment to foster interest and growth.

REFERENCES

Available on Request