

Wesley Ng

Pleasanton, CA, 94566 | (925) 583-4981 | github.com/Undalevein | linkedin.com/in/wesleyng1489 | wesleyng2003@gmail.com

Computer science programmer from Loyola Marymount University (LMU) with interest in Front-End and Web App Development. Developed web apps with HTML/CSS/JavaScript, Vite React, and React Native frameworks with the goal of tailoring websites for quality user experience.

EDUCATION

Loyola Marymount University (LMU)

Los Angeles, CA

B.S. in Computer Science (*Summa Cum Laude*)

May 2026

- **GPA:** 3.89
- **Relevant Coursework:** Algorithms and Analysis, Data Structures, Artificial Intelligence (AI), Web Development, Languages and Automata, Game Design and Development, Computer Graphics, Machine Learning (ML)
- **Activities:** President of Game Dev club, Association for Computing Machinery (ACM), Campus Ministry with multiple Volunteer Initiatives including Ignacio Companions

TECHNICAL PROJECTS

V-Bello Admin Storefront | NexPerion Solutions Software Developer

May 2026 – Present

- Constructing a mobile application that scans SKUs using VisionCamera's Google MLKit barcode scanner.
- Implemented a user interface with Expo React Native running on Android devices with assistance from CodeX.
- Instructed interviews to understand the client's user experience to guide the project to match what the client wants.
- Communicated with the manager during check-ins to showcase the app development progress.

VideoScholar | Senior Project

January 2026 – May 2026

- Collaborated with the group to plan and designate roles to create a video annotation web application with Vite React.
- Prototyped using Figma to plan the layout of the web application.
- Integrated Supabase to store authenticated user data onto the database and store user-created files.

Sokoball | Full-Stack Web Development

November 2024 – December 2024

- Implemented a Sokoban puzzle game with a group member using ReactJS framework.
- Established the game's ball and block-pushing logic using JavaScript.
- Integrated the Firebase database to save users' progress on the game.

PROFESSIONAL EXPERIENCE

Game Development Club President - Loyola Marymount University, Los Angeles, CA

January 2026 – May 2026

- Led 10 general meetings during the spring semester.
- Documented notes for all executive board and general meetings, including attendance, information for meetings, and tasks for individual executive board members.
- Delegated tasks for 3 other executive board members while maintaining balance between their club involvement and their academic life.
- Ideated general meeting plans and potential events that would yield more member participation

Computer Science Teaching Assistant - Loyola Marymount University, Los Angeles, CA

February 2024 – May 2026

- Tutored 1-3 students each week in learning algorithms including A* Search and Min-Max Search Tree.
- Graded and provided constructive feedback over 14 students for professors in adherence to the Python PEP styling.

Library Shelving Supervisor - Loyola Marymount University, Los Angeles, CA

October 2022 – May 2026

- Supervised a team of 2-3 student workers to sort returned library books, return books into 630+ shelves, and label 60+ books a week.
- Listened to feedback from upper management on improving workflow with the basement collections and communication with other workers.

SKILLS

- **Programming Languages:** Java, C#, Python, HTML/CSS/JavaScript, TypeScript, Julia, PowerShell.
- **World Languages:** Intermediate in French.
- **Software:** IntelliJ WebStorm, Visual Studio Code, PowerShell, Unity, Photoshop, Godot, Supabase.