

Laurence L. Fong

285 Sea Cliff Avenue, San Francisco, CA, 94121 • (415) 370-2464 • laurencf@usc.edu • github.com/laurenzarus • linkedin/in/laurence-fong

EDUCATION

University of Southern California – Viterbi School of Engineering | Los Angeles, CA *Graduating December 2021*
Bachelor of Science in Computer Science, Web Development Specialization GPA: 3.28

Relevant Coursework: Principles of Software Development, Full-Stack Web Development, Intro to Algorithms & Theory of Computing, Data Structures, Advanced Web Publishing

New York University – College of Arts and Science | New York, NY *2016-2017*
Bachelor of Science in Computer Science, Minor in Web Development GPA: 3.45

Relevant Coursework: Data Structures (Java), Web Development

PROJECTS

AT&T Case Hack: Integrated Parking System (HTML/CSS and jQuery) | Los Angeles, CA *October 2018*
(Code available upon request)

- Designed and developed using Bootstrap the web interface for public leaders to view pertinent data gathered by a machine learning algorithm. Styled using SCSS and applied a basic jQuery carousel plugin
- Adopted color scheme of existing AT&T software to better facilitate hypothetical integration with AT&T's Smart Cities Operations Center.

USC Bingo (HTML/CSS and JavaScript) | Los Angeles, CA *April 2018*
(<https://github.com/Laurenzarus/TrojanHacks2018>)

- Led a team of Freshman CS students in USC's premier semesterly Hackathon: TrojanHacks
- Designed standard Bingo interface using HTML/CSS and applied newly learnt jQuery for interactive content
- Final program awarded title of "Best Freshman Hack"; received movie tickets as prizes

NYC Street Trees (Java) | New York, NY *January – June 2017*
(Code available upon request)

- Developed program to process New York City tree census data of over 600,000 trees
- Implemented binary search tree data structure to store and process tree information, along with a console UI allowing the user to interact with the dataset by applying filters (search by species, search by borough, etc.)

COMPUTER SKILLS

Programming Languages and Technologies: Java (Experienced), C++/C (Experienced), HTML/CSS (Experienced), Bootstrap, SASS, Python (Proficient), JavaScript, React (Beginner), jQuery, MySQL (Beginner), Unix/Linux, Git

Design and IDE Tools: Visual Studio Code, IntelliJ, Eclipse, Atom, Brackets, MySQL Workbench

Software Skills: Terminal, Microsoft Office, Apple Office Suite, Adobe Photoshop and Illustrator (Basic)

Systems: Mac OS X, Unix/Linux, Windows

WORK EXPERIENCE

New York University Student Technology Center | New York, NY *January – June 2017*
Student Technology Assistant

- Provided quality customer service to clients through troubleshooting issues with software, hardware, and printing in the university's various technology centers.
- Planned and executed creation and development of digital signage advertising technology-related workshops by applying new knowledge of Adobe proprietary software.
- Addressed weekly hardware and software needs of both instructors and students using specialized software for classes

Sunset Pediatrics | San Francisco, CA *June 2012 – June 2016*
Summer Office Assistant

- Established system to quickly convert 10,000 patient records to searchable PDFs for office's transition to an electronic health record system. Replaced physical lookup of records for faster electronic search.
- Administered 20+ hearing and vision tests daily and entered results into EPIC EHR.
- Greeted patients and scheduled 25+ appointments in person and by phone daily.

OTHER SKILLS & INTERESTS

- **Language:** English (Native), Mandarin (Conversational), Japanese (Basic)
- **Interests:** Japanese culture and history; Cooking; League of Legends (the game)