

SAMUEL WONG

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Education

San Jose State University

Bachelor of Science in Computer Science

Expected May 2028

San Jose, California

Skyline College

Associates of Science in Computer Science

Jun. 2023 – Aug 2026

San Bruno, California

App Academy

1000+ Hour Technical Coding Boot-camp

Sep. 2020 – Jan 2021

San Francisco, California

Technical Skills

Languages: TypeScript, Python, C++, SQL, Bash, HTML/CSS

Developer Tools: Git, GitHub, Linux/Unix, Docker, AWS S3, Vitest

Technologies/Frameworks: React, Next.js, Node.js, Prisma, Tailwind CSS, Zod

Operational Practices: Test-Driven Development, Agile Workflows, Responsive Design, Wireframing, Flowcharting

Experience

Google (Tezerakt)

Datacenter Team Lead

Feb 2025 – Present

San Jose, California

- Directed daily operations and prioritized project deliverables with partner teams, ensuring on-time execution of high-impact test initiatives
- Acted as the primary point of escalation for the team, providing advanced troubleshooting for complex hardware, software, and network infrastructure issues, minimizing system downtime
- Led operational execution and coordination for a multi-million dollar lab migration project, supporting infrastructure transitions, asset continuity, and cross-functional collaboration within a large-scale enterprise environment
- Provided operational insight and workflow recommendations for a centralized internal platform integrating 7+ enterprise tools used for lab health monitoring, inventory management, device tracking, analytics, and operational reporting

Google (Tezerakt)

Datacenter Specialist

Aug 2023 – Feb 2025

San Jose, California

- Designed, configured, and deployed custom lab testing equipment to support large-scale network validation, device troubleshooting, and operational reliability within enterprise testing environments
- Automated cross-platform sequential label printing workflows through shell scripting, improving operational consistency and reducing repetitive manual processes for lab operations teams
- Performed root cause analysis on complex device and test infrastructure failures by isolating reproducibility patterns, communication-layer issues, hardware/software interaction points
- Maintained and troubleshot static and dynamically provisioned testbed environments, supporting high lab utilization and sustaining operational health metrics exceeding 90% daily

Personal Projects

FamilyLedger | [github](#) | [live site](#) | *Next.js, TypeScript, Prisma*

- Built a full-stack family finance platform for expense tracking, analytics, and transaction management
- Implemented authentication, role-based access control, and REST API architecture
- Used Prisma, Zod, and Vitest for database management, validation, and testing workflows

Slapify | [github](#) | [live site](#) | *React/Redux, Ruby on Rails, AWS S3*

- Built a full-stack music streaming platform inspired by Spotify
- Implemented custom audio playback controls and frontend state management
- Integrated AWS S3 for media storage and streaming

Save Shinigami | [github](#) | [live site](#) | *HTML Canvas, CSS, JavaScript*

- Built a 2D browser game inspired by Death Note using JavaScript and HTML Canvas
- Applied object-oriented programming for game states, characters, and item systems
- Used Local Storage to persist player progression and score tracking