






# AUSTIN CHO-WONG

4A Computer Science

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## SKILLSET

### Data Analysis

SQL, Python, XGBoost  
scikit-learn, scipy, pandas

### Development

C#, C++, Bash  
HTML, CSS, JavaScript

### Design

Photoshop, ZBrush,  
Illustrator, Premiere, InDesign

### Software

Unity, JIRA, DataBricks  
Jenkins, Git, Periscope

## PROJECTS

### Spender Predictor

XGBoost, Python, SQL

- ML Model to predict whether or not a user will convert to a spender or not within 5 days via Gradient Tree Boosting

### Memento

Unity, C#

- 2D murder mystery game for mobile and desktop
- Branching plotline that changes mysteries to solve based on choices made

### Mystery Game Engine

Unity, C#

- Unity library that enabled non-programmers to make detective games without coding

## WORK EXPERIENCE

### Product Manager

AUG 2018 - PRESENT

Uken Games

- Iteratively improved Millionaire Trivia via competitor analysis and AB Testing to make it the #1 Free Mobile Trivia game on Google Play
- Designed, AB tested, and managed the implementation of a game feature that increased Ad ARPDAU by 67% IAP ARPDAU by 10% in 1 dev day
- Founded a cross-team initiative to streamline cross-team adjustments to ETL data pipelines and reduced turnaround time by 80%

### Associate Product Manager

JAN 2018 - APR 2018

Uken Games

- AB tested and managed the implementation of a redesigned store experience that increased first time buyer conversion by 20%
- Directed and organized a team of artists, designers, and developers to produce a limited time game event that increased engagement by 35%
- Implemented and optimized a cross-game compatible suite of SQL views and dashboards to increase product analysis speed by 200%

### IT Analyst

MAY 2017 - AUG 2017

TD Bank

- Identified inefficiencies and wrote scripts to automate 80% of admin work
- Created pipeline feature to automatically notify developers when production servers fail, reducing server downtime by 95%
- Automated worker node maintenance, reducing crashes by 90%

### Product Developer

MAY 2015 - AUG 2015

Elements of Knowledge

- Proposed, designed, and implemented app to allow tutors to teach remote students in virtual classrooms, increasing maximum class revenue by 150%
- Conducted feasibility analyses and produced strategies to complete product development in 75% of estimated time
- Created wireframes, presentations, and UI/UX to demonstrate prototypes using jQuery, Bootstrap, Angular

## ENTREPRENEURSHIP

### Founder

JUNE 2018 - PRESENT

Wanderfall Games

- Managed, coordinated, and funded a team of developers, designers, artists, musicians, and writers to build a multimedia mystery adventure game
- Worked with developers to design and test gameplay systems via Unity, C#
- Wrote and edited technical documentation to direct production
- Developed diegetic and meta game user interfaces using Photoshop
- Sculpted, textured, retopologized, rigged, and animated 3D Characters

## EDUCATION

### Bachelor of Computer Science

SEPT 2015 - APR 2020  
(anticipated graduation)

University of Waterloo

Relevant Academic Experience:

- Proficient in project management, software development, and leadership as demonstrated by building an Android app for the CS 446 Software Design and Architectures course group project