AUSTIN CHO-WONG

4A Computer Science

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SKILLSET

Data Analysis

SQL, Python, XGBoost, R
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
Uken Games
AUG 2018 - PRESENT

- Iteratively improved Millionaire Trivia via feature design, AB Testing, and statistical analysis to make it the #1 Free Mobile Trivia game on Google Play
- Designed and AB tested an improved conversion pipeline that increased conversion by 7% and LTV by 7%
- Managed the cross-team implementation and analysis of a feature that increased Ad ARPDAU by 67% and IAP ARPDAU by 10% in 1 dev day

Associate Product Manager
Uken Games
JAN 2018 - APR 2018

- Founded a cross-team initiative to streamline cross-team adjustments to ETL data pipelines and reduced turnaround time by 80%
- 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
TD Bank
MAY 2017 - AUG 2017

- 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
Elements of Knowledge
MAY 2015 - AUG 2015

- 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
Wanderfall Games
JUNE 2018 - PRESENT

- 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
University of Waterloo
SEPT 2015 - APR 2020
(anticipated graduation)

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