






AUSTIN CHO-WONG

4A Computer Science

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SKILLSET

Data Science

Python, SQL, Spark, R
Scala, XGBoost, scikit-learn
scipy, pandas, Bokeh, Keras

Development

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

Software

DataBricks, Pericope, JIRA
Git, Jenkins, Photoshop

PROJECTS

Spender Predictor

XGBoost, Python, SQL

- Analyzed early game behaviour of Uken Games' players to predict conversion via feature engineering and gradient tree boosting

Improving Ad ROAS

SQL, MoPub

- Data mined key features for Uken Growth Marketers to use as early signals for increased ROAS

Mystery Game Engine

Unity, C#

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

WORK EXPERIENCE

Product Manager, Analytics

AUG 2018 - PRESENT

Uken Games

- Spearheaded a successful initiative to use data science and machine learning in production to customize the game experience for 1.7M users to boost KPIs
- Developed, trained, and tuned predictive models using Spark, Python, SQL, and XGBoost to predict which LTOs players would purchase and player churn
- Iteratively improved Millionaire Trivia via feature design, AB Testing, and statistical analysis to make it the #1 Top Grossing Mobile Trivia game

Associate Product Manager, Analytics

JAN 2018 - APR 2018

Uken Games

- Founded a cross-team initiative to streamline cross-team adjustments to ETL data pipelines and reduced turnaround time by 80%
- Implemented and optimized a cross-game compatible suite of SQL views and dashboards to increase product analysis speed by 200%
- 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

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