






# AUSTIN CHO-WONG

4A Computer Science

 Toronto, Canada  
 austin.cho.wong@gmail.com  
 647-764-0628  
 austinchowong.github.io  
 linkedin.com/in/austinchowong

## SKILLS

### Highlights

- Project Management
- Business Analysis
- UI/UX Design
- Machine Learning
- Process Optimization

### Code

Python, SQL, C#, R  
C++, HTML, CSS, JavaScript

### Software

JIRA, Confluence, Git  
Jenkins, DataBricks, Unity

### Design

Photoshop, InDesign,  
Premiere, ZBrush, Blender

## PROJECTS

### Narrative Game Engine

Unity, C#

- Unity library that enables non-programmers to make point and click adventure games without coding

### Jymbit

Most Promising Startup, NHacks

- A platform for gym owners to identify and trade underutilized equipment with other gym owners

### Spender Predictor

XGBoost, Spark, Python, SQL

- Predictive model that uses gradient tree boosting to predict conversion

## WORK EXPERIENCE

### Product Manager

AUG 2018 - PRESENT

Uken Games

- Successfully proposed, planned, and managed a cross-team initiative to integrate machine learning into cross-game platform operations
- Managed the implementation and analysis of ad optimizations that increased ad revenue per user by 67% and in-app purchase revenue per user by 10%
- Designed and AB tested an improved in-app purchase serving system that increased conversion by 7% and LTV by 7%

### Associate Product Manager

JAN 2018 - APR 2018

Uken Games

- Iteratively improved Millionaire Trivia via feature design, AB Testing, and statistical analysis to make it the #1 Top Grossing Mobile Trivia game
- Co-architected the ETL analytics pipeline and implemented a cross-game compatible suite of views and dashboards to reduce analysis time by 50%
- Directed and organized an agile team of artists, designers, and developers to produce a limited time game event that increased engagement by 35%

### IT Analyst

MAY 2017 - AUG 2017

TD Bank

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