AUSTIN CHO-WONG

3A Computer Science

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SKILLSET

Code

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

DevOps

Jenkins, Bash, Maven, Docker, Websphere, Nexus, Git

Software

JIRA, Confluence, SonarQube, Photoshop, Sony Vegas

WebDev

jQuery, Angular, React, Bootstrap, Node, Vue

Highlights

Project Management
UI/UX Design
Business Analysis
MVC Development
CI/CD Optimization

PROJECTS

Cut the Cake
2nd, Stratford Game Jam '16
- Game that challenges mathematical ability and hand-eye coordination

Jymbit
Most Promising Startup, NHacks '16
- Analytics platform to identify and trade underutilized fitness equipment

EDUCATION

Bachelor of Computer Science
University of Waterloo
SEPTEMBER 2015 - Present

Graduating in 2020

Relevant Courses: Objected Oriented Software Development, Data Structures and Data Management, Algorithms, Organizational Design and Technology, Operating Systems, Algorithm Design and Data Abstraction

WORK EXPERIENCE

Developer / IT Analyst
TD Bank
MAY 2017 - AUGUST 2017

- Worked directly with project managers and developers to implement customized CI/CD solutions
- Wrote Bash scripts and created Jenkins jobs to automate building, testing, uploading, and deployment of applications
- Implemented a reusable framework to allow custom deployment to any number of servers with only 2 Jenkins jobs
- Set up Windows and Linux slaves for efficient Jenkins job delegation and automated slave maintenance to maximize uptime

Software Developer
Canadian Blood Services
MAY 2016 - AUGUST 2016

- Proposed and developed Java application to alert when clinics require inspection, saving $60,000/year
- Identified inefficiencies and wrote Python and bash scripts to automate 80% of administrative work for volunteer teams
- Created pipeline feature to notify developers when production servers fail, reducing downtime by 95%
- Designed and implemented UI/UX of apps to improve usability

Product Developer
Elements of Knowledge
MAY 2015 - AUGUST 2015

- Proposed and designed app to allow tutors to teach remotely, increasing maximum class revenue by 150%
- Managed team of developers according to AGILE to convert business needs into app features
- Conducted feasability 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 & Project Manager
Choshibon Games
SEPTEMBER 2016 - PRESENT

- Managed, coordinated, and funded a team of developers, designers, artists, and writers to build a multimedia mystery adventure game
- Worked with developers to design and test gameplay systems via Unity, C#
- Designed and implemented company site via JavaScript, HTML, CSS
- Wrote and edited technical documentation and story scripts
- Developed diegetic and meta game user interfaces using Photoshop
- A/B tested gameplay mechanics and user interfaces to ensure effectiveness