AUSTIN CHO-WONG

3A Computer Science

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austinchowong.github.io

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SKILLSET

Project management, business analysis, UI/UX design, automation

Code

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

Design

Photoshop, InDesign, Illustrator, Sony Vegas

WebDev

jQuery, Angular, React, Bootstrap, Node, Vue, npm

Operations

Jenkins, Maven, Docker, Git Confluence, JIRA

PROJECTS

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

VN Game Engine
Unity, C#
- App that enables writers to create VNs without coding

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

EDUCATION

Bachelor of Computer Science   SEPTEMBER 2015 - PRESENT
University of Waterloo
Graduating in 2020

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

WORK EXPERIENCE

Developer / IT Analyst   MAY 2017 - AUGUST 2017
TD Bank
- Worked directly with project managers and developers to design and implement customized CI/CD solutions
- Wrote Bash scripts and created Jenkins jobs to automate building, testing, uploading, and deployment of applications
- Implemented and standardized 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   MAY 2016 - AUGUST 2016
Canadian Blood Services
- 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   MAY 2015 - AUGUST 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%
- Managed team of developers according to AGILE to convert business needs into app features
- 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 & Project Manager   SEPTEMBER 2016 - PRESENT
Choshibon
- 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