

AUSTIN CHO-WONG

3A Computer Science

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SKILLSET

Design

Photoshop, InDesign,
Illustrator, Sony Vegas,
Experience Design, Swivel

Code

HTML5, SCSS, JavaScript, C++
C#, Python, Java, Bash, SQL

Web Development

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

Web Analytics

Google Analytics, Adwords,
YouTube Analytics

Operations

Git, Jenkins, Maven, Docker,
Confluence, JIRA

Microsoft Office

Word, Excel, PowerPoint, Visio,
Publisher, Project

Relevant Skills

A/B Testing, User Research,
Rapid Iterative Design,
Competitive Analysis,
Wireframing, Prototyping,
Usability Testing,
Quantitative UX Analytics,
Survey Writing,
Presentation Creation,
Public Speaking,
Product Development,
Project Management

EDUCATION

Bachelor of Computer Science
University of Waterloo

SEPTEMBER 2015 - PRESENT

WORK EXPERIENCE

IT Analyst

Toronto Dominion Bank Group

MAY 2017 - AUGUST 2017

- Designed and implemented an app allowing custom app deployment to any number of servers without manually creating a deployment job per server
- Streamlined UX of app development for developers by writing scripts to automate building, testing, and deployment of applications

Founder

Choshibon

SEPTEMBER 2016 - PRESENT

- Managed, coordinated, and created roadmaps for a team of developers, designers, artists, and writers according to AGILE to develop our flagship game
- Designed and iteratively improved UI/UX of 4 gameplay modes via A/B testing and user feedback

Software Developer

Canadian Blood Services

MAY 2016 - AUGUST 2016

- Designed UI/UX for and developed an app to automatically report when a clinic requires maintenance, saving \$60,000/year in fees
- Improved UX of administrative work for volunteer teams by automating 80% of their daily report generation

UI/UX Developer

Elements of Knowledge

MAY 2015 - AUGUST 2015

- Proposed and designed internal virtual classroom app, increasing maximum class size and potential revenue by 150%
- Created wireframes, presentations, and demos to demonstrate prototypes using jQuery, Bootstrap, Angular, and Photoshop

PROJECTS

Future Quest

Most Beneficial Campus Initiative

Developed a Chrome plugin to improve UI/UX of Quest, the University of Waterloo's student logistics website, based on user feedback and surveys

Jymbit

Most Promising Startup Award, NHacks 2016

Designed UI/UX of web application that allows training gym owners to identify and trade underutilized equipment with other gym owners

Cut the Cake

2nd Place, Stratford Game Jam 2016

Developed and designed UI/UX of a fast-paced video game challenging hand-eye coordination and mathematical ability

Check out my UI/UX Portfolio at austinchowong.github.io