





AUSTIN CHO-WONG

3A Computer Science

-  Waterloo, Canada
-  a.j.chowong@gmail.com
-  519.572.5527
-  achowong.me
-  linkedin.com/in/austinchowong

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

Other Tools

jQuery, Angular, React,
Bootstrap, Node.js

Highlights

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

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

Graduating in 2020

SEPTEMBER 2015 - Present

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

DevOps Engineer

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 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

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