AUSTIN CHO-WONG

2B Computer Science

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SKILLSET

Code

C++, Python, Java
JavaScript, HTML, CSS
C#, R, Scheme

Tools

Git, Bash, JIRA, Confluence,
Bamboo, Subversion,
TortoiseSVN, Visual Studio,
PhotoShop, InDesign

Highlights

MVC Development
UI/UX Design
Project Management
Business Analysis
Management Science

ACTIVITIES

Project Manager
Logic Parade | 2016 - Current

- Managed and ensured developers, designers, and writers accomplished weekly development goals
- Analyzed game project specifications to create realistic project roadmaps and set sprint goals

Assistant Organizer
GDG Waterloo | 2015

- Organized the first Google Developer Group program at a Canadian University
- Increased membership by 292% via adept use of social media

EDUCATION

Bachelor of Computer Science - Business Option
University of Waterloo | 2015 - Present

Relevant Courses: Object Oriented Software Development, Data Structures and Data Management, Organizational Design and Technology, Elementary Algorithm Design and Data Abstraction, Introduction to Sequential Programs, Computer Organization and Design

WORK EXPERIENCE

Software Developer
Canadian Blood Services | Summer 2016

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

Product Developer
Elements of Knowledge | Summer 2015

- Proposed and designed app to allow tutors to teach remotely, increasing maximum class size and revenue by 150%
- Managed team of developers according to agile methodologies to convert business needs into app features
- Conducted feasability analyses and produced strategic plans to finish product development in 75% of the estimated time
- Created wireframes, presentations, and UI/UX to demonstrate functional prototypes

PROJECTS

Cut the Cake
2nd place @ Stratford Game Jam 2016 | Python, PyGame, JavaScript

- Game that challenges mathematical ability and hand-eye coordination
- Solve rapid-fire equations and cut the cake at the corresponding fraction

Jymbit
Most Promising Startup @ NHacks 2016 | Python, numpy, plotly, Raspberry Pi

- Analytics platform to identify and trade underutilized fitness equipment
- Tracks and aggregates usage data via Raspberry Pi
- Visualizes information using plotly to display in a Flask web app
- Recommend actions based on collected data

Logic Parade Game Engine
Logic Parade | Unity, C#

- Game engine that allows non-technical developers to develop Phoenix Wright-styled mystery adventure games via control script parsing
- Co-created and iteratively improved control script formatting language to create the most intuitive and modular engine possible for writers
- Supports crime scene investigation gameplay, culprit debate gameplay, freetime mode, scene manipulation, choices, and branching plotlines