

Austin Cho-Wong

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EXPERIENCE

SOFTWARE DEVELOPER | CANADIAN BLOOD SERVICES

May 2016 - Aug 2016 | Ottawa, ON

- 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 MANAGER | ELEMENTS OF KNOWLEDGE

May 2015 - Aug 2015 | Markham, ON

- Proposed and designed app to allow tutors to teach remotely, increasing revenue by 150%
- Managed team of developers according to agile methodologies to convert business needs into app features
- Conducted feasibility 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
- Developed feature to allow annotated feedback on assignments, increasing online session ratings by an average of 29%

ACTIVITIES

PRODUCT MANAGER | RECURSION ENTERTAINMENT

Aug 2016 - Present | Waterloo, ON

- Wrote product specifications, game design documents, documentation, and story scripts for early stage game startup
- Coordinated team of developers, designers, and writers to accomplish bi-weekly development goals
- Collaborated with engineers and testers to design gameplay of flagship game in development
- Researched industry trends and analyzed company data to construct data-driven post-launch product strategy plans

PROGRAM MANAGER | GOOGLE DEVELOPER GROUP WATERLOO

Oct 2015 - Oct 2016 | Waterloo, ON

- Managed and organized the first GDG program for students at a Canadian University, with over 1100 members
- Increased membership by 292% via adept use of social media and media relations
- Maintained budget, wrote progress reports, and created proposals based on collected data

PROJECTS

CUT THE CAKE | THE GAMES INSTITUTE - GAME DESIGN COMPETITION 2016

2nd Place | 100 participants | Python, PyGame

- Mathematical coordination game on display at the University of Waterloo Stratford campus on a 3 storey tall screen

JYMBIT | NSPIRE INNOVATION NETWORK - NHACKS 2016

Most Promising Startup | 300 participants | Python, numpy, sci-kit learn, plotly, Raspberry Pi

- Data science platform for gym owners to identify and trade underutilized fitness equipment

EDUCATION

UNIVERSITY OF WATERLOO | BACHELOR OF COMPUTER SCIENCE, BUSINESS OPTION

Expected May 2020 | Waterloo, ON

SKILLS

Development:

C++ • Python • Scheme • Java • C# • HTML • CSS • JavaScript • SQL • bash

Tools:

JIRA • Confluence • Bamboo • Subversion • TortoiseSVN • Github • Visual Studio • Excel • Word