

Austin Cho-Wong

www.austinchowong.me | 519.572.5527 | austin.cho.wong@gmail.com

EXPERIENCE

SOFTWARE DEVELOPER | CANADIAN BLOOD SERVICES

May 2016 - Aug 2016 | Ottawa, ON

- Proposed and developed Java Grails app to automatically 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 via JavaScript and CSS to improve usability based on business feedback
- Wrote clear technical documentation for all developed apps for improved ease of use by non-technical employees

PROGRAM MANAGER | GOOGLE DEVELOPER GROUP WATERLOO

Oct 2015 - Oct 2016 | Waterloo, ON

- Founded and organized the Google Developer Group program for Canadian university students
- Increased membership by 292% via adept use of social media and growth hacking methods
- Developed financial applications in C++ to manage organization budgets and ensure accuracy of records
- Managed correspondence with Google to acquire corporate sponsorships and coordinate events
- Maintained budgets, wrote progress reports, and created proposals for alternate practices based on collected data

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%
- Developed assignment annotation feature in Ruby on Rails, increasing online session ratings by an average of 29%
- Managed team of developers according to agile methodologies to convert business needs into app features
- Created wireframes, presentations, and UI/UX using Photoshop and JavaScript to demonstrate functional prototypes
- Conducted feasibility analyses and produced strategic plans to finish product development in 75% of the estimated time

PROJECTS

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

2nd Place | Python, PyGame, JavaScript

- 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 Award | Python, sci-kit learn, plotly

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

MEMENTO MIRAI | RECURSION ENTERTAINMENT

WIP | Unity, C#

- Mystery solving adventure RPG with branching storylines and action-packed debate and investigation gameplay
- Wrote product specifications, game design documents, and documentation, currently writing story script
- Coordinating team of developers, designers, and writers to accomplish bi-weekly development goals
- Researched industry trends to construct data-driven post-launch product strategy plans

EDUCATION

UNIVERSITY OF WATERLOO | BACHELOR OF COMPUTER SCIENCE, BUSINESS OPTION

Expected May 2020 | Waterloo, ON

SKILLS

Development:

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

Tools:

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