

# Hazel Wong

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## Education

### Harvard University

Master's in Computational Science and Engineering

Relevant Coursework: Data Systems, Systems Development, Advanced Scientific Computing

Cambridge, MA

May 2022

### University of Michigan

Bachelor of Science with Distinction. Computer Science. GPA: 3.8/4.0

Relevant Coursework: Data Structure and Algorithms, User Interface Development,

Video Game Development, Web Systems, Software Engineering, Intro to ML, Linear Algebra

Ann Arbor, MI

Dec 2020

## Entrepreneurship

### HardBoiled Studios

Co-Founder and Game Developer

Hong Kong

Mar 2020 - present

- Co-founded a student-led game development studio to publish a video game, "Yolked", in 2022
- Signed a funded publishing deal with indie game publisher, Hitcents
- Conceptualized, designed and implemented game mechanics and levels in "Yolked" on Unity
- Monitored project progress and performance. Coordinated team and stakeholder meetings
- Designed and implemented a studio website with HTML, CSS on GitHub Pages
- Awarded the Commercialization/Entrepreneurship Award for exemplifying a partnership between engineering and business through the involvement of founding a start-up and partnering with a game publisher

## Relevant Professional Experience

### ABC Pathways Group

Project Coordinator

Cambridge, MA

Jan – Aug 2021

- Organized, executed and launched two online courses for students studying at the ABC Pathways School
- Filmed, edited and animated videos for an online Phonics workshop and an aviation course targeted towards parents and students in Grades 2-5, respectively

### Animoca Brands

Software Engineering Intern

Hong Kong

June – Aug 2020

- Transformed UI designs into responsive, animated webpages for the F1 Delta Time website

### Datatech Global HK

Software Engineering Intern

Hong Kong

June – Aug 2019

- Integrated animations on an interactive website to enhance a showcase experience and promote Friso Gold
- Assisted in building a functional content management system for a mobile application

## Relevant Research Experience

### University of Michigan – Explore CS Research Program

Undergraduate Student Researcher

Ann Arbor, MI

Dec 2019 – Jun 2020

- Conducted research on machine learning prediction biases of COMPAS, a recidivism prediction instrument
- Evaluated different definitions of fairness and demonstrated how racially-aware predictors could be used to achieve fairness with minimal effects on accuracy

### University of Michigan – The Frank Research Group

Undergraduate Student Researcher

Ann Arbor, MI

Oct 2018 – Dec 2019

- Automated quantum mechanical computations with shell scripts to predict ligand binding in biological systems

## Skills

**Technology:** HTML, CSS, Unity, C#, JavaScript, Python, C++, Adobe (Illustrator, Premiere Pro, Character Animator, Animate), ClickFunnels

**Languages:** Cantonese (intermediate), Mandarin (intermediate), Japanese (intermediate)

**Interests:** Music composition, graphic design, cooking