Hazel Wong

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Education

Harvard University Cambridge, USA May 2022 Master's in Computational Science and Engineering. GPA: 3.9/4.0 **University of Michigan** Ann Arbor, USA Bachelor of Science with Distinction. Computer Science. GPA: 3.8/4.0 Dec 2020 **Canadian International School of Hong Kong** Hong Kong International Baccalaureate Diploma. Ontario Secondary School Diploma. May 2016

Professional Experience

Amazon Westborough, USA Sep 2022 – Present

Software Development Engineer

- Delivered high-quality software components and improvements to team's software, including new code, refactoring, and deprecation work, using Java and TypeScript
- Collaborated with team members on the full software development lifecycle, including scoping, design, code, testing, documentation, deployment, and maintenance, while ensuring adherence to Amazon's coding standards
- Utilized AWS technologies such as API Gateway, DynamoDB, and CloudWatch Dashboards to design, implement, and maintain highly scalable, reliable, and secure systems
- Worked independently to develop and execute sprint plans every week, while also participating in weekly checkpoints in code reviews and daily stand-ups, ensuring timely completion of assigned tasks
- Solicited and incorporated feedback from peers and stakeholders to improve code quality, usability, and performance, and conducted code reviews to ensure alignment with architectural and design principles

ABC Pathways Group Hong Kong

Project Coordinator

Jan – Aug 2021

Produced and edited high-quality educational videos for a Phonics workshop and an aviation course to coordinate the launch of two online courses for students, enhancing student engagement and comprehension

Animoca Brands Hong Kong

Software Engineering Intern

June – Aug 2020

- Contributed to the development of F1DeltaTime by implementing and testing frontend features using technologies such as HTML, CSS, and JavaScript
- Collaborated with the software development team to troubleshoot and resolve frontend issues

Datatech Global HK

Hong Kong

Software Engineering Intern

June – Aug 2019

- Integrated animations on an interactive website to enhance user experience and promote Friso Gold, resulting in increased engagement and customer satisfaction
- Developed a mini-game with team members using HTML5, providing an interactive experience for users

Entrepreneurship

HardBoiled Studios

Ann Arbor, USA

Co-Founder and Game Developer

Mar 2020 - Present

- Co-founded and led a game development studio, developing the video game "YOLKED" and releasing it on Early Access on Steam in Oct 2021, with the full version released in Apr 2023
- Successfully negotiated contracts with external vendors, protecting the studio's intellectual property, and securing a funded publishing deal with Hitcents, an indie game publisher
- Conceptualized and implemented innovative game mechanics and levels, conducting user testing and gathering feedback to improve the game's graphics and user experience
- Effectively managed a team of 5-8 people, overseeing project development, conducting stakeholder meetings, and monitoring progress and performance, resulting in receiving the Commercialization/Entrepreneurship Award

Technology: C++, Python, Java, HTML, CSS, C#, C, JavaScript, Unity, Adobe

Languages: English (fluent), Cantonese (intermediate), Mandarin (intermediate), Japanese (intermediate – JLPT N3)