Hazel Wong

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EDUCATION

University of Michigan, Ann Arbor
Current GPA: 3.8/4.0
08/2016-Present
Expected 12/2020

Major: Bachelor of Science in Computer Science
Minors: Chemistry
Relevant Coursework: Discrete Mathematics, Data Structures and Algorithms, Computer Organization, Linear Algebra, Web Systems, Foundations of Computer Science, Computer Game Design and Development

EXPERIENCE

Animoca Brands • *Intern* — Hong Kong, 06/2020-08/2020
- Developed public-facing websites for video games using HTML, CSS and React Native
- Transformed XD files made by graphic designers into webpages
- Reworked and fixed bugs of existing webpages
- Created responsive webpages for mobile, tablet and desktop
- Integrated a part of an API flow between a website and a game client

Explore CS Research Program (Sponsored by Google) • *Undergraduate Student Researcher* — U. of Michigan, 12/2019-06/2020
- Directly engaged in research with a professor to explore prediction biases of recidivism prediction instruments and to replicate the results of a specific dataset
- Got accepted to present our results at the virtual Grace Hopper Conference in Oct 2020

The Frank Research Group • *Undergraduate Student Researcher* — U. of Michigan, 08/2018-12/2019
- Utilized quantum mechanical computational methods to predict substrate ligand binding in biological systems and calculate energy differences of different molecular structures
- Coded and ran shell scripts to read in RNA molecules, break molecules into fragments and compute the chemical properties of each fragment

Datatech Global HK • *Intern* — Hong Kong, 06/2019-08/2019
- Created simple animations on a responsive website using HTML, CSS and jQuery to enhance an exhibition showcase experience
- Designed and built a functional content management system with Javascript, React and MySQL for a mobile application with functions such as adding, deleting, editing, and keyword searching
- Developed a new enrollment system flow for an English learning centre, including the specifications of the backend and frontend systems in a functional requirement document

PROJECTS

Yolked! • Game Design and Development Course • *Unity, C#* — U. of Michigan, 03/2020-Present
- Developing a single-player, action-adventure game that follows the excruciating journey of an egg as it uses its human arms to make its way across the kitchen
- Contacting publishers with the goal of publishing on Steam in Q1 2021
- Won first place at the Game Design and Development Course showcase

Back 2 Back • University of Michigan Game Jam • *Unity, C#* — U. of Michigan, 03/2020
- Completed an action, shooter game in two days with a team of five, where the player must control two characters facing back to back in order to kill/avoid all incoming enemies
- Won first place at the Wolverine Soft Shammy Game Jam at the University of Michigan

Color Array • Game Design and Development Course • *Unity, C#* — U. of Michigan, 02/2020
- Created a rapid prototype of an original puzzle platformer game from scratch in two weeks
- Designed levels with varying difficulty, interesting decisions and elegant guidance techniques

The Legend of Zelda (Unity Remaster) • Game Design and Development Course • *Unity, C#* — U. of Michigan, 01/2020
- Recreated the first dungeon in the original Legend of Zelda game using Unity and C#
- Implemented all features, including enemies, weapons, health, audio and level progression

Trackpad Web Game • *Personal Project* • *HTML, CSS, Javascript* — U. of Michigan, 04/2019
- Designed a randomized clicking web game with four levels of increasing difficulty to train trackpad clicking accuracy

HONORS AND AWARDS

- **1st place** • Student Virtual Games Showcase hosted by the University of Michigan and EMU — 04/2020
- **1st place** • Wolverine Soft Shammy Game Jam 2020 — 03/2020
- **University Honors** • Awarded to students who earned a 3.5 GPA or higher during a term — 2016-2020
- **James B. Angell Scholar** • Awarded to students who achieve an A+/A/A- for 2+ consecutive terms — 2018-2019

SKILLS AND INTEREST

- **Computer:** Proficient in C++, HTML, CSS, React, Unity, Python; **Familiar** with C#, JavaScript, SQL, LaTeX
- **Languages:** Fluent in English; Proficient in Cantonese, Mandarin and Japanese (N3)
- **Other Activities:** President of Cooking Club at the University of Michigan