

# Hazel Wong

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## EDUCATION

### University of Michigan, Ann Arbor

Current GPA: 3.8/4.0

Expected 12/2020

Bachelor of Science in Computer Science, Minor in *Chemistry*

**Relevant Coursework:** Data Structures and Algorithms, Web Systems, Game Design and Development, User Interface Development, Introduction to Machine Learning

## EXPERIENCE

### HardBoiled Studios • Co-Founder and Game Designer

- Founded HardBoiled Studios as a team of three developers to work on our debut game "Yolked"
- Conceptualized, designed and implemented levels using Unity and C#
- Appointed as Acting COO to keep track of tasks, coordinate with stakeholders, schedule chair meetings, and ensure deadlines are met
- Partnered with a publisher to turn "Yolked" into a published intellectual property

Ann Arbor  
03/2020-Present



### Explore CS Research Program (Sponsored by Google) • Undergraduate Student Researcher

- Conducted research on machine learning prediction biases of recidivism prediction instruments with Dr. Sindhu Kutty, a professor of Machine Learning
- Presented our research at the virtual Grace Hopper Conference on an iPoster in Oct 2020
- Won 3rd place in the ACM Student Research Competition at the Grace Hopper Conference

U. of Michigan  
12/2019-10/2020



### Animoca Brands • Software Engineer Intern

- Transformed XD files made by graphic designers into webpages using HTML, CSS and React
- Created responsive webpages for mobile, tablet and desktop
- Integrated a part of an API flow between a website and a game client

Hong Kong  
06/2020-08/2020

### The Frank Research Group • Undergraduate Student Researcher

- Utilized quantum mechanical computational methods to predict substrate ligand binding in biological systems and calculate energy differences of different molecular structures
- Engineered shell scripts to read in RNA molecules, break molecules into fragments and compute the chemical properties of each fragment

U. of Michigan  
08/2018-12/2019

### Datatech Global HK • Software Engineer Intern

- Created animations on a website using HTML, CSS and jQuery to enhance a 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
- Devised a new enrollment system flow for an English learning centre

Hong Kong  
06/2019-08/2019

## PROJECTS

### Yolked! • Unity, C#

- A single-player, 2.5D action-adventure game that follows the excruciating journey of an egg as it uses its human arms to make its escape in a kitchen
- Won first place at the Game Design and Development Course showcase

03/2020-Present



### Back 2 Back • Unity, C#

- An action, shooter game completed in 48 hours 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

03/2020



## PUBLISHED WORK

### Reaction Miniaturization in Eco-Friendly Solvents

- A research paper on the possible role of reaction miniaturization in Green Chemistry, as performing experiments at a smaller scale provides an opportunity to conserve materials and reduce the amount of waste that is produced in drug discovery and preclinical trials

05/2018



## HONORS AND AWARDS

- **3rd place** • ACM Student Research Competition at the Grace Hopper Celebration
- **1st place** • Student Virtual Games Showcase hosted by the University of Michigan and EMU
- **1st place** • Wolverine Soft Shammy Game Jam 2020
- **University Honors** • Awarded to students who earned a 3.5 GPA or higher during a term
- **James B. Angell Scholar** • Awarded to students who achieve an A+/A/A- for 2+ consecutive terms

10/2020  
04/2020  
03/2020  
2016-2020  
2018-2019

## SKILLS AND INTEREST

- **Computer:** C++, HTML, CSS, React, Unity, Python, C#, JavaScript, SQL, LaTeX
- **Languages:** English, Cantonese, Mandarin, Japanese
- **Other Activities:** President of the Cooking Club at the University of Michigan, Buddy Reading Intern at Kids4Kids, GISE Camp Assistant Instructor, Group Leader of FEMMES Capstone Event, Science Center Volunteer in STEM Society