Hazel Wong

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Education

Harvard University   Cambridge, USA
Master's in Computational Science and Engineering. GPA: 3.9/4.0   *May 2022*
University of Michigan   Ann Arbor, USA
Bachelor of Science with Distinction. Computer Science. GPA: 3.8/4.0   *Dec 2020*

Professional Experience

HardBoiled Studios   Ann Arbor, USA
Co-Founder, Product & Game Lead   *Mar 2020 - Present*
- Founded and led end-to-end development and global release of YOLKED, managing agile workflows across a distributed team of 5–8 engineers, artists, and designers
- Defined product strategy, roadmap, and releases, balancing user feedback, technical feasibility, and business goals
- Built scalable workflows and onboarding documentation, enabling faster ramp-up and sustainable team operations
- Negotiated publishing partnerships and oversaw business operations, including legal, marketing, and monetization strategies
- Designed and implemented analytics-informed updates and localization pipelines, increasing international user retention across 7 languages
- Cultivated a high-performing, inclusive culture while managing timelines across multiple stakeholder interests

Amazon   Westborough, USA
Software Development Engineer   *Sep 2022 – Mar 2025*
- Drove delivery of customer-facing software features and service reliability improvements by partnering closely with product, operations, and engineering teams
- Led infrastructure scaling initiatives, including performance benchmarking and load testing, to support high-traffic services and ensure seamless user experience
- Built and maintained monitoring and alerting dashboards (CloudWatch), enabling proactive incident detection and improving system uptime
- Championed operational excellence by participating in on-call rotations, resolving critical incidents, and conducting Correction of Errors (COE) analyses
- Collaborated on A/B testing and feature experimentation; translated data insights into actionable product and engineering decisions
- Mentored junior engineers and led design reviews, ensuring technical rigor and alignment with product goals and architectural standards

ABC Pathways Group   Hong Kong
Product Manager   *Jan – Aug 2021*
- Oversaw end-to-end product development for two educational video courses, from planning through launch
- Established continuous feedback loops with users and stakeholders to drive iterative improvements and increase engagement

Animoca Brands   Hong Kong
Software Engineering Intern   *June – Aug 2020*
- Built and tested user-facing features for a blockchain-integrated gaming platform, contributing to multiple agile sprints
- Collaborated with product managers and QA to refine functionality and improve UX through iterative feedback cycles

Datatech Global HK   Hong Kong
Software Engineering Intern   *June – Aug 2019*
- Developed a browser-based mini-game, contributing to UI design, frontend implementation, and playtesting
- Created motion-animated elements to enhance interactivity and increase user retention

Skills

Technical/Tools: Python, Java, C++, JavaScript, HTML/CSS, SQL, AWS, Unity, Jira, Git, Adobe Illustrator, Premiere Pro
Program & Product Management: Agile methodologies, product lifecycle management, cross-functional team leadership, stakeholder communication, backlog prioritization, data-driven decision-making, operational excellence
Languages: English (Fluent), Cantonese (Fluent), Mandarin (Intermediate), Japanese (JLPT N3)