

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
Canadian International School of Hong Kong	Hong Kong
International Baccalaureate Diploma. Ontario Secondary School Diploma.	May 2016

Professional Experience

Amazon	Westborough, USA
<i>Software Development Engineer</i>	Sep 2022 – Present
<ul style="list-style-type: none">Delivered high-quality software components and improvements to team's software, including new code, refactoring, and deprecation work, using Java and TypeScriptCollaborated 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 standardsUtilized AWS technologies such as API Gateway, DynamoDB, and CloudWatch Dashboards to design, implement, and maintain highly scalable, reliable, and secure systemsWorked 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 tasksSolicited 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
<i>Project Coordinator</i>	Jan – Aug 2021
<ul style="list-style-type: none">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
<i>Software Engineering Intern</i>	June – Aug 2020
<ul style="list-style-type: none">Contributed to the development of F1DeltaTime by implementing and testing frontend features using technologies such as HTML, CSS, and JavaScriptCollaborated with the software development team to troubleshoot and resolve frontend issues	
Datatech Global HK	Hong Kong
<i>Software Engineering Intern</i>	June – Aug 2019
<ul style="list-style-type: none">Integrated animations on an interactive website to enhance user experience and promote Friso Gold, resulting in increased engagement and customer satisfactionDeveloped a mini-game with team members using HTML5, providing an interactive experience for users	

Entrepreneurship

HardBoiled Studios	Ann Arbor, USA
<i>Co-Founder and Game Developer</i>	Mar 2020 - present
<ul style="list-style-type: none">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 2023Successfully negotiated contracts with external vendors, protecting the studio's intellectual property, and securing a funded publishing deal with Hitcents, an indie game publisherConceptualized and implemented innovative game mechanics and levels, conducting user testing and gathering feedback to improve the game's graphics and user experienceEffectively 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	

Skills

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

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