

## Hazel Wong

Westborough, USA | (617) 230-9399 | hazelltwong@gmail.com | linkedin.com/in/hazelltwong | hazelwong.com

### Education

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

### Professional Experience

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

### Entrepreneurship

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

### Skills

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

**Languages:** English (fluent), Cantonese (professional working proficiency), Mandarin (professional working proficiency), Japanese (limited working proficiency – JLPT N3)