Hazel Wong

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hazelwong.com

EDUCATION

University of Michigan, Ann Arbor
GPA: 3.8/4.0
Graduated 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

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EXPERIENCE

ABC Pathways Group ● *Project Coordinator*
Hong Kong
01/2021- Present
- Maintained and monitored project plans and schedules
- Filmed, edited and produced videos for online English-teaching courses using Premiere Pro
- Designed and animated characters on Adobe Illustrator, Animate and Character Animator for an online Airlines and Pilot course for students from P2-P5

HardBoiled Studios ● *Co-Founder and Game Developer*
Hong Kong
03/2020-Present
- 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

Explore CS Research Program (Sponsored by Google) ● *Undergraduate Student Researcher*
Ann Arbor
12/2019-10/2020
- Conducted research on machine learning prediction biases of recidivism prediction instruments, specifically the COMPAS algorithm
- 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

Animoca Brands ● *Software Engineering Intern*
Hong Kong
06/2020-08/2020
- 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

Datatech Global HK ● *Software Engineering Intern*
Hong Kong
06/2019-08/2019
- 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

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PROJECTS

Yolked! ● *Unity, C#*
03/2020-Present
- 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

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PUBLISHED WORK

Reaction Miniaturization in Eco-Friendly Solvents
05/2018
- 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

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HONORS AND AWARDS

- **Commercialization/Entrepreneurship Award** ● Awarded to students who exemplifies a partnership between engineering and business through involvement in or startup of a private business, patents, or partnerships with corporations, furthering their field of knowledge or interest — 04/2021
- **3rd place** ● ACM Student Research Competition at the Grace Hopper Celebration — 10/2020
- **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

- **Programming:** C++, HTML, CSS, React, Python, Unity, C#, JavaScript, SQL, LaTeX
- **Software**: Adobe Illustrator, Adobe Premiere Pro, Adobe Character Animator, Adobe Animate, Microsoft Suite
- **Languages:** English, Cantonese, Mandarin, Japanese