

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, including obstacles, enemies, lore and game mechanics using Unity and C#
- Handled most of the administrative tasks on the team in an organized manner, including keeping track of tasks, writing emails, scheduling meetings, and ensuring deadlines are met

Ann Arbor
03/2020-Present

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

- Selected to participate in the Explore CS Research Program through the University of Michigan
- Conducted research on machine learning prediction biases of recidivism prediction instruments
- 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

- Developed public-facing websites for video games using HTML, CSS and React Native
- Transformed XD files made by graphic designers into webpages
- Reworked and fixed bugs of existing webpages
- 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
- Coded and ran 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 simple animations on a responsive website using HTML, CSS and jQuery to enhance an exhibition 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
- Developed a new enrollment system flow for an English learning centre, including the specifications of the backend and frontend systems in a functional requirement document

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

Color Array • Unity, C# • A rapid prototype of a puzzle platformer with levels of varying difficulty

02/2020

The Legend of Zelda (NES) (Unity Remaster) • Unity, C# • A remastered version of the first dungeon

01/2020

Trackpad Web Game • HTML, CSS, JS • A clicking web game with four levels of increasing difficulty

04/2019

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 Cooking Club at the University of Michigan