# Hazel Wong

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## Education

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| **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*

- Launched YOLKED, a consumer-facing Unity game built from concept to global release; defined product vision, roadmap, and strategy to align with user feedback and business goals
- Led full product lifecycle from ideation to post-launch support, including UX design, user testing, and data-driven feature iteration
- Partnered with international publishing and localization teams to bring the product to 7 languages and markets
- Designed and executed go-to-market campaigns using gameplay trailers and promotional content to drive awareness and retention
- Created tools and processes to align engineering, design, and marketing teams, enabling efficient delivery of feature updates

**Amazon**  —  Westborough, USA
*Software Development Engineer*  —  *Sep 2022 – Mar 2025*

- Developed backend tools and infrastructure using Java and AWS to improve internal service reliability, scalability, and performance
- Built CloudWatch dashboards and monitoring tools, enabling proactive issue resolution and real-time system visibility
- Contributed to sprint planning, platform tooling, and process documentation to support long-term maintainability and engineering productivity
- Partnered with product stakeholders to scope and implement features aligned with business metrics and operational requirements

**ABC Pathways Group**  —  Hong Kong
*Product Manager*  —  *Jan – Aug 2021*

- Owned end-to-end product planning and launch for educational media, driving cross-team alignment across content, design, and marketing
- Conducted stakeholder interviews and built feedback loops to improve curriculum clarity and student engagement

**Animoca Brands**  —  Hong Kong
*Software Engineering Intern*  —  *June – Aug 2020*

- Developed interactive frontend components using JavaScript, HTML/CSS, and custom APIs; improved usability through iteration and cross-team feedback
- Collaborated on UI components within a React-like framework to deliver responsive player-facing features
- Iterated on features based on QA cycles and stakeholder feedback

**Datatech Global HK**  —  Hong Kong
*Software Engineering Intern*  —  *June – Aug 2019*

- Developed motion-enhanced mini-games and browser-based animations to improve user interactivity and engagement
- Participated in collaborative user testing and iterative prototyping with product and design

## Skills

**Product & Strategy:** Go-to-market planning, product lifecycle management, consumer insights, roadmap development, stakeholder engagement, A/B testing, localization, UX optimization
**Technical/Tools:** Java, Python, C++, JavaScript, Typescript, React, SQL, AWS (CloudWatch, Lambda, S3), Unity, Git, Jira, Adobe Illustrator, Premiere Pro
**Languages:** English (Fluent), Cantonese (Fluent), Mandarin (Intermediate), Japanese (JLPT N3)