

Hazel Wong

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Education

Harvard University

Master's in Computational Science and Engineering

Cambridge, MA

May 2022

Relevant Coursework: Data Systems, Systems Development, Advanced Scientific Computing

University of Michigan

Bachelor of Science with Distinction. Computer Science. GPA: 3.8/4.0

Ann Arbor, MI

Dec 2020

Relevant Coursework: Data Structure and Algorithms, User Interface Development,

Video Game Development, Web Systems, Software Engineering, Intro to Machine Learning, Linear Algebra

Entrepreneurship

HardBoiled Studios

Hong Kong

Co-Founder and Game Developer

Mar 2020 - present

- Co-founded a game development studio to work on our video game "Yolked", which is scheduled to publish in 2022
- Signed a funded publishing deal with indie game publisher, Hitcents
- Conceptualized, designed and implemented game mechanics and levels in "Yolked" on the game engine, Unity
- Supervised 5-8 people team and stakeholder meetings. Monitored project progress and performance
- Designed and implemented a studio website with HTML, CSS on GitHub Pages
- Awarded the Commercialization/Entrepreneurship Award for exemplifying a partnership between engineering and business through the involvement of founding a start-up and partnering with a game publisher

Relevant Professional Experience

ABC Pathways Group

Cambridge, MA

Project Coordinator

Jan – Aug 2021

- Organized, executed and launched two online courses for students studying at the ABC Pathways School
- Filmed, edited and animated videos for an online Phonics workshop and an aviation course targeted towards parents and students in Grades 2-5, respectively

Animoca Brands

Hong Kong

Software Engineering Intern

June – Aug 2020

- Transformed UI designs into responsive, animated webpages for the F1 Delta Time website

Datatech Global HK

Hong Kong

Software Engineering Intern

June – Aug 2019

- Integrated animations on an interactive website to enhance a showcase experience and promote Friso Gold
- Assisted in building a functional content management system for a mobile application

Relevant Research Experience

University of Michigan – Explore CS Research Program

Ann Arbor, MI

Undergraduate Student Researcher

Dec 2019 – Jun 2020

- Conducted research on machine learning prediction biases of COMPAS, a recidivism prediction instrument
- Evaluated different definitions of fairness and demonstrated how racially-aware predictors could be used to achieve fairness with minimal effects on accuracy

University of Michigan – The Frank Research Group

Ann Arbor, MI

Undergraduate Student Researcher

Oct 2018 – Dec 2019

- Automated quantum mechanical computations with shell scripts to predict ligand binding in biological systems

Skills

Technology: HTML, CSS, Unity, C#, JavaScript, Python, C++, Adobe (Illustrator, Premiere Pro, Character Animator, Animate), Click Funnels

Languages: Cantonese (intermediate), Mandarin (intermediate), Japanese (intermediate)

Interests: Music composition, graphic design, cooking