

# Sam Wong

Software engineer with a growth mindset.

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## Professional Experience



**Software Engineer**  
Wizeline

Dec 2018 - Feb 2020  
Guadalajara, Mexico

- As a full-stack engineer, addressed problems in internal staffing operations through delivery of enhancements to an existing web application.
  - Identified opportunities for impact and convinced Wizeline's Chief Product Officer and the product development team that the problems were worth solving.
  - Presented estimations on productivity gains backed by claims sourced from interviews with the intended users, the staffing team, who is core to a business in consulting services.
  - Reduced lead times to staff consultants to client projects by 2,000%.
  - Reduced friction for consultants to keep the skills listed in their profiles up to date with their uploaded resumes.
  - Reduced friction for the staffing team to search and filter across 100's of consultants based on skills and availability.
  - Collaborated closely with 2 other full-stack software engineers and 2 data scientists in an agile environment.
  - **Stack included:** Python, Javascript, React, Falcon, SQLAlchemy, Kubernetes, PostgreSQL, GraphQL, Docker, RQ, Terraform and CircleCI.
- As a data engineer and project manager, automated business reporting via a Data Lake.
  - Liaised with Wizeline's Business Operations team and communicated project requirements to the rest of the Data Lake team.
  - Multiplied frequency of reporting by 1,200% and sped up reporting by 700% by enabling automated reporting on top of data ELTs from multiple third-party vendors.
  - Assisted with interviewing and hiring a Data Analyst.
  - **Stack included:** Python, SQL, Apache Airflow, GCP services (Google Cloud Storage, BigQuery, Compute Engine), Docker, Terraform, Kubernetes, CircleCI and Vault.



## IT Innovation Mentor

The University of Melbourne

Mar 2018 - Dec 2018  
Parkville, VIC

- Over 2 University semesters, mentored over 50 university students to facilitate customer development, product discovery and design thinking exercises to utilise technology to solve real world problems.
  - Provided insightful feedback when assessing students' presentations and written reports.
- Students worked in teams of 4 to 5 and chose to address one of the following themes:
  - Tackling issues with the housing affordability crisis in the Australian Real Estate market.
  - Solving issues with the Victorian public transport industry.
  - Helping University students and graduates seeking work in the Australian job market.
  - Reducing plastic waste that's harming our environment.
  - Empowering elderly smartphone users to independently navigate geographically.



## Software Engineer Trainee

Wizeline

Nov 2017 - Feb 2018  
Guadalajara, Mexico

- As a full-stack engineer, added commenting and upvoting features to a web application that allowed employees to raise questions openly and directly with leadership and management anonymously or with their public personal identity to foster a transparent and flat hierarchical organisational culture.
  - **Stack included:** React, Node.js, Express, Sequelize and MySQL.
- As a front-end engineer, investigated requirements and migrated front-end components (eg. labels, buttons, input fields, etc.) from a previous design system supporting the Wizeline Roadmap product development team that was initially running into scalability issues with repeated code in inline styles. Worked in close collaboration with a UX designer and was supervised by 2 senior front-end mentors.
  - **Stack included:** JavaScript, React, Styled Components, Jest and Danger JS and TravisCI.



## Game Programmer

Self-Employed

2015 - 2016  
Remote

- As a contractor, developed white-labeled games focused on delivering engaging gameplay for mobile and web.
  - Delivered all work on time and under budget.
  - Notable audiences included Smiggle's and Nickelodeon's.
  - **Stack included:** C# (Unity3D) and HaXe (Flash).



## Game Programmer / Team Lead

The Voxel Agents

2010 - 2015  
Melbourne, VIC

- *Worked in an extremely creative start-up environment related to building engaging puzzle, arcade and strategy games for mobile devices.*
- *Pre-production **stack included:** C# (Unity3D) and ActionScript 3 (Adobe Flash).*
- *Production **stack included:** C# (Unity3D), Python (Google AppEngine), C++, Objective-C (iOS) and Java (Android).*
- *Game credits included: Train Conductor, Train Conductor 2: USA, Puzzle Retreat and The Gardens Between.*

## Volunteer Experience



### Conference Volunteer and Ruby Girls Assistant

RubyConf Australia

2015  
Melbourne, VIC

- *Assisted Ruby Girls participants with basic Ruby programming at workshops.*
- *Directed conference attendees around event locations.*
- *Responded to requests from conference speakers and organisers.*



### Game Programmer

Wanderlands

Dec 2011 - Feb 2012  
Melbourne, VIC

- *Programmed initial gameplay prototype and menu system for the game, Stickets.*
  - **Stack included:** ActionScript 3 (Adobe Flash).

# Leadership & Awards

- 2nd place out of 21 teams - Wizeline Hackathon North America, 2018 (Wizeline Office Maps)
- Finalist: Main Competition - IGF China, 2015 (Time Project, now The Gardens Between)
- Finalist: Best Design - Freeplay Festival, 2015 (Time Project, now The Gardens Between)
- Winner: Best Accessibility - Game Connect Asia Pacific, 2013 (Puzzle Retreat)
- Winner: Indie Prize Top 10 - Casual Connect Asia, 2013 (Puzzle Retreat)
- Finalist: Best Design - Game Connect Asia Pacific, 2013 (Puzzle Retreat)
- Finalist: Best Design - Freeplay Festival, 2013 (Puzzle Retreat)
- Winner: Best Australian Game - Freeplay Festival, 2012 (Stickets)
- Certificate of Excellence: Dean's List - Swinburne University of Technology, 2011
- Winner: Best Mobile Game - IGF China, 2010 (Train Conductor 2: USA)
- Finalist: Best Game Design - Freeplay Festival, 2010 (Train Conductor)

## Education



**The University of Melbourne**  
Parkville, VIC

2017 - 2018

- Master of Engineering (Software)



**University of New South Wales**  
Kensington, NSW

2016

- Completed coursework towards the Master of IT



**Swinburne University of Technology**  
Hawthorn, VIC

2008 - 2011

- Bachelor of Science (Computer Science & Software Engineering)
- Bachelor of Multimedia (Games & Interactivity)



**Glen Waverley Secondary College**  
Glen Waverley, VIC

2001 - 2007

- Victorian Certificate of Education: English, Software Development, Visual Communication & Design, Specialist Mathematics and Mathematical Methods