

ALEXANDER WONG

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EDUCATION

University of California, Berkeley, December 2010

B.S. Electrical Engineering and Computer Science (EECS)

Eta Kappa Nu (HKN) EECS Honor Society

GPA: Cumulative 3.6 | CS 3.6

SAT: Math 710 | Writing 770 | Verbal 710

SKILLS

Key Skills: Full-stack mobile and web architect (design, development, and deployment); Product and project manager; Fast learner, passionate leader, detail oriented

Languages & Technologies: Objective-C (iPhone, iPad, Cocos2D-iPhone), C++ (Cocos2D-X), C, Java (Android), JavaScript (Node.js, Express, jQuery, Prototype, AJAX), Ruby (Ruby on Rails), SQL (MySQL, PostgreSQL, SQLite), NoSQL (MongoDB, DynamoDB), Memcache, Apache, Nginx, Mongrel, Passenger, Python, ActionScript (2, 3), PHP, CSS (SASS), HTML (4, 5, HAML), UNIX shell scripts

Services & APIs: Amazon AWS (EC2, Auto Scaling Groups, S3, EBS, ELB, SES, SNS, DynamoDB, IAM), Rackspace (Cloud Servers, Cloud Files), Facebook (Canvas, iOS, Android), iOS (StoreKit, GameKit, iCloud, APNS), Android (IAB, GCM), Cocos2d(-X, -iPhone), Unity 3D, and many other 3rd party SDKs

Additional Skills: Graphic and UI/UX Design (Adobe Creative Suite: Flash, Photoshop, Illustrator), CAD (Blender, 3ds Max), 3D printing (DLP - B9Creator, FDM – DaVinci 1.0 AiO)

ENDEAVOURS

* - denotes sole engineer, full-stack

Ender's Fund, Inc.* (<http://endersfund.com>)

12/2010 – Present

Co-Founder, CTO, Product Manager, Game Designer

- Managed day-to-day operations and product managed all projects
 - Cultivated a work environment and culture, and developed tools that allowed our small development team (avg. 2-3 artists, and me as sole developer) to complete projects that our competitors built with 10x-100x the head count in faster than avg. timeframes
 - Championed “crafting”, a detail oriented and user-experience centric focus, that resulted in increasingly better products
- Vegas Aces – High Stakes, a poker and puzzle genre, linear game play game on iOS and Android (~1 year)
 - Developed in C++ with Cocos2D-X alongside extensive in-house framework of cross-platform reusable tools; also contributed to official Cocos2D-X GitHub project
 - Deployed on NodeJS + Express server cluster via AWS (EC2, Auto Scaling Groups, ELB, DynamoDB, S3)
 - Created scripts to easily deploy, version, and update cluster
 - Published by NHN Entertainment USA
- Happy Tree Friends: Deadeye Derby, a twitch style shooting game on iOS (~6 months)
 - Developed in Objective-C with Cocos2D-iPhone alongside extensive in-house framework of reusable tools
 - Most notably: custom Flash animation exporting tool that allowed our artists to author and animate in Flash and export sprite sheets and animation code that ran natively on device
 - Real-time head-to-head multiplayer game play and matchmaking via Node.js TCP server cluster and custom protocol
 - Real-time leaderboards and live events via Ruby on Rails and MongoDB
 - Pioneered and developed industry first live event ticket redeeming system for physical prizes
 - Deployed on custom multitenancy servers (please see *PlayThis! Platform* for details)
 - Served and tracked 1.26M+ registered users, peak daily active users of 75k+, 22.6k+ ratings with 5-star avg.
 - Top #1 app in Germany, Mexico, Poland, Bolivia, Greece, Nicaragua, El Salvador, Argentina, Chile, Peru, Ecuador; top #5 app in United States, Belarus; Featured on App Store homepage
- PlayThis! Platform, a collection of 10+ branded games with cross-promotion on iOS and Android (< 1 month / game)
 - Developed in Objective-C and Java in native iOS and Android alongside extensive in-house framework of reusable tools
 - Created custom multitenancy backend with Ruby on Rails and MongoDB via AWS (EC2, ELB, EBS, S3) that unified user data across all applications and allowed for modular deployment of new projects
 - Rapid development (avg. 1+ games/mo) of turn-based, asynchronous games and assoc. support/marketing sites
 - Games published by Chillingo (Electronic Arts) and GREE
- Wall Street Game, a fantasy stock trading game built in Flash for the Facebook platform (~1.5 years for 2 major versions)
 - Served and tracked 100k+ registered users and stock portfolios; sent 1M+ portfolio emails/mo
 - 15min delayed, real-time trades, dividends, splits, mergers, IPOs, and delistings of 6k+ AMEX, NASDAQ, NYSE stocks with Ruby on Rails, memcache and MySQL via Rackspace (Cloud Servers, Cloud Files) and AWS (EC2, SES)
- Venture funding by Draper Associates, NHN Corporation, and SoftBank Ventures

GetContact.Info,* LLC. (<http://getcontact.info>)

11/2010 – 9/2011

Co-Founder, CEO

- QR code and analytics powered networking platform
- Presented at SXSW, SF New Tech, Data 2.0, techweek
- Developed HTML5 web and mobile applications

PyRIGHT, Inc.* (<http://www.pyright.com>)

5/2010 – 3/2011

Founder, CEO

- SAS pyrotechnic import/export broker and wholesale operations management systems
- Developed industry first web-based (HTML5 and AJAX) ERP that tracked inventory, sales orders, purchase orders, price lists, shipping, customers, vendors, and employees (custom permissions, client logins, and administrator accounts)
- Developed web-based EX numbers database and web-interface

Web Design: Basic to Advanced Techniques (<http://decal.aw-industries.com>)

1/2010 – 12/2010

Founder, Course Manager, Lead Instructor (<http://youtube.com/webdesigndecal>)

- UC Berkeley DeCal CS98/198, a 14-week, accredited introductory course to web design and development (HTML, CSS, JavaScript, PHP, SQL)
- Enrolled 45 students from a pool of over 250 applicants each semester
- Developed course management web-based application where students downloaded/turned in course work, viewed real-time grades and statistics, and chatted/posted questions
- Created lectures, projects, quizzes, and organized office hours (material and course still being taught)

ACTIVITIES

Guest Lecturer

- Draper University of Heroes (4/20/2013): “The Guts of an Internet App” introduction to building web apps (HTML, CSS, JavaScript; briefly: SQL, XML, JSON, Ruby on Rails, CDNs)

24-Hour Hackathons

- Zynga Hackathon (2/2010) - *Honorable Mention*: “Extendible Browser” browser-based, multi-monitor software that allows HTML documents to span across computers in a linked-list fashion ad infinitum

Last Updated: 5/12/2015