

Matthew Ryan Wong

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Product Manager leading a cross-functional team pioneering interactive stroke rehabilitation games.

EXPERIENCE

HealingHand Tech — Games Team Lead

August 2023 - Present

- Lead a cross-functional team of 2D/3D Artists, Designers, and Developers through full-lifecycle game development building a library of mini-games aiding in stroke survivors' rehabilitation
- Develop and oversee the product's game library roadmap toward minimum viable product (MVP) goals
- Increased team production 8x and drastically reduce timelines by initiating new development techniques and clearly defining requirements for designers and developers
- Optimize usage of business resources by effectively handling concurrent development of multiple team projects
- Drive development of test roadmap to influence feature development and key stakeholder decision making prior to product launch
- Establish core art style of the product based on target demographic and user research

USC Games — UI/UX Design Lead

August 2022 - May 2023

- Managed a team of UI/UX Designers and Artists in designing the UI for a 3D action-narrative computer game
- Conducted player testing and product research to improve overall UI, developing solutions that directly improved player understanding and experience of gameplay features
- Influenced decision makers by generating solutions to meet the game's player and experience goals
- Collaborated cross-functionally with designers and engineers to ensure UI deliverables met their requirements

Techstars, Space Accelerator — Design Associate

May 2021 - September 2021

- Acted as design specialist & consultant for 10 tech start-ups across a 5-month program
- Coordinated design projects with the external CEOs and founders establishing scope, requirements, and timelines
- Unified branding, presentation, and social media materials through consultation and redesign
- Established client trust and contributed to the program's reputability by effectively communicating, meeting expectations, and delivering results
- Completed 50 projects across various design disciplines in a fast-paced environment

EDUCATION

University of Southern California - Los Angeles, CA

2021 - 2024

M.S. Computer Science, Game Development

Santa Clara University - Santa Clara, CA

2015 - 2019

B.S. Web Design and Engineering

SKILLS

Programming: C#, C++, C, Python, HTML, CSS, Javascript, GitHub

Management Software: Microsoft Office, Asana, Trello, Jira, ClickUp

Programs: Adobe Creative Suite, Figma, Blender, Unity, Unreal Engine