

# Yuheng(Toby) Zhao



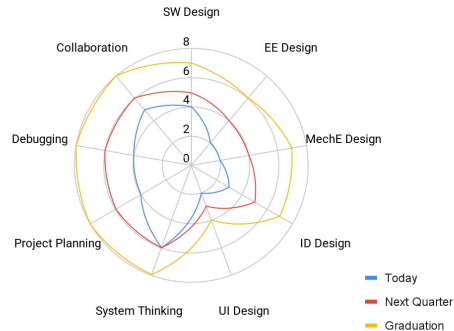
Before this program my academic/professional/personal background is primarily :

Game Designer / Technical Artist

After this program I hope to be ...

Understand the life of a product and able to make it till launch it.

Skills and Growth Plan



For this class, I am most interested to learn more about :

Hardware Skill && Product Management && System Thinking

For this class, I am most anxious about my skills in :

Hardware Skill && Code Integration