

Canada
Victoria, BC

JIAYUE WONG

CONTACT

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EDUCATION

University of Victoria

2020 - present

BSc, Computer Science

Focus in HCI and Data Analysis

CERTIFICATIONS

TCPS 2: CORE-2022 Research Ethics

Electronic Arts, Software Engineering
Virtual Experience Program on Forage

IBM, Design Thinking Practitioner

Udemy, User Experience Design
Fundamentals

TOOLS

User Research | Product Management
Data Analysis | Data Visualization
Product Thinking | User Interviews
A/B Testing | Usability Testing
Figma | Miro | Adobe | Jira | MS Office
C++ | Python | HTML | SQL | etc.
Technical Writing

PORTFOLIO

[Portfolio/Personal Website](#)
[Technical Writing Sample](#)
[Github](#)

ABOUT

I am a motivated computer science student with a strong foundation in project management, human-computer interaction, and data analysis. My academic and hands-on experience in product design and cross-functional collaboration have equipped me with the skills to coordinate team efforts, drive project milestones, and deliver user-centered products. I thrive in dynamic environments where attention to detail, communication, and analytical thinking are key. I am eager to apply my creativity and empathy to solve real-world problems. My passion for creating innovative, impactful solutions makes me excited to contribute to your team and help deliver projects that resonate with users.

WORK EXPERIENCE

University Of Victoria VIXY Lab (Oct. 2024 - Present)

Research Assistant

- Assist professors and PhD students with open coding and data analysis to identify trends and insights; contributing to ongoing research projects.
- Support and help facilitate workshops aimed at data physicalization.

Junior Design Competition (Sept. 2024 - Oct. 2024)

Lead

- Developed the challenge prompt, competition rules, and list of allowed materials.
- Facilitated communication between competitors and judges, ensuring smooth information flow.
- Oversaw competitors' work, providing guidance and resolving any questions to ensure fair participation.
- Ensured compliance with competition rules and maintained a collaborative environment.

Electronic Arts (Sept. 2023 - Dec. 2023)

Systems Engineer, co-op / intern

- Collaborated with cross-functional teams to enhance and maintain a large codebase, ensuring seamless integration and functionality within teams.
- Conducted user experience research and contributed to the development of potential game functions during Creative Week, driving innovation and enhancing player engagement.
- Participated in team meetings to provide updates on project progress, ensuring alignment and effective communication within the team.
- Organized meetings and events for interns, fostering a collaborative and engaging work environment.
- Developed and optimized code in C++ using the Frostbite engine, contributing to the creation and refinement of game mechanics and features.
- Using test-driven development practices, contributed to the creation of an API that enabled game data and settings to be saved and loaded from the cloud, enhancing the user experience and game functionality.