

JIAYUE WONG

BC, Canada | P: [+1 7786773233](tel:+17786773233) | jiayue.cw@gmail.com | website: cronchyjia.github.io

EDUCATION

UNIVERSITY OF VICTORIA

Bachelors in Computer Science; Specializing in HCI

Victoria, BC

Expected Apr 2026

EXPERIENCE

WEST X FORTISBC

Project Manager

Victoria, BC

Jan 2025 - Present

- **Developed and maintained project schedules** to ensure timely completion of deliverables.
- Prepared **detailed project reports**, synthesizing key insights and actionable recommendations to support strategic decision-making and ensure project success.
- **Coordinated** cross-functional **team communication** and provided weekly progress updates to stakeholders.

UNIVERSITY OF VICTORIA - AI System

Product Manager

Victoria, BC

Oct 2024 - Present

- Defined **product requirements** and specifications for an AI tutor system for the math department.
- Conducted **user interviews** and documented findings to inform design decisions and **improve overall user experience**.
- Conducted **open coding, data analysis**, and testing to identify user behavior patterns and actionable insights.
- Collaborated with stakeholders to refine **product goals** and enhance user workflows.

PACIFIC ASIAN STUDENT SOCIETY

Operations & Events Manager

Victoria, BC

Oct 2024 - Present

- **Spearhead strategic planning** and execution of events, leveraging insights to enhance student engagement and satisfaction.
- **Facilitate team collaboration**, streamlining communication and task management to ensure milestones are met.
- Implement **effective resource allocation** and role clarity to deliver seamless, well-organized events that meet faculty expectations.
- Regularly assess event outcomes to **identify opportunities for process improvement** and optimize future initiatives.

ELECTRONIC ARTS

Systems Engineer, co-op/intern

Vancouver, BC

Sep 2023 – Dec 2023

- Collaborated with **cross-functional teams** to enhance and maintain a large codebase, ensuring seamless integration and functionality within teams.
- Contributed to the development and ideas 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.
- Helped **organize meetings** 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.

ADDITIONAL

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

Certifications & Training: Electronic Arts **Product Management** Virtual Experience Program on Forage, TCPS 2:

CORE-2022 **Research Ethics**, IBM **Design Thinking Practitioner**

Awards: **Level Up Award** presented by Codename Entertainment