
Jiayue Wong

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Portfolio/Work Samples

[Case Study](#) | [Technical Writing Sample](#) | [Github](#)

Education & Certifications

Bachelor's in Computer Science - *Human Computer Interactions specializations*

University of Victoria

September 2020 - Current

Udemy User Experience Design Fundamentals - *Certification*

Dec 2023

Electronic Arts Software Engineering Virtual Experience Program on Forage - *Certification*

May 2023

Professional Summary

With a keen eye for detail and highly organized approach, I bring a range of critical skills to any professional setting. Whether working independently or as part of a team I am able to analyze and articulate complex ideas to problems, manage multiple tasks with ease, and consistently produce quality work that meets or exceeds expectations; making me a valuable asset in any role.

Skills/Tools

- Quantitative and qualitative research
- Research methodologies:
 - Interviews
 - Usability testing
 - A/B testing
- Technical Writing
- Data interpretation and visualization
- Strong motivation to learn and grow
- Excellent interpersonal skills
- Outstanding teamwork skills

Work Experience

Electronic Arts - *Systems Engineer*

Vancouver, BC | Sept 2023 - Dec 2023

- Gained experience of collaborating with cross functional teams and working with a large codebase.
- Worked within UX teams to research and create new and fun game functions during creative week.
- Utilized test driven development practices to implement game settings.
- Used coding knowledge and C++ to work with the Frostbite engine.