

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 Forge

**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.
- Assist in interviewing and documenting data from users.

### Pacific Asian Student Society (Oct. 2024 - Present)

*Club Executive*

- Led event planning efforts, developing and executing strategies to ensure successful and well-organized events for the student body.
- Facilitated team meetings to align on event planning, ensure task distribution, and keep all members informed and engaged.
- Coordinated cross-functional team efforts, ensuring all members understood their roles and responsibilities for events, resulting in smooth execution.

### 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.
- 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.
- 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.