JIAYUE WONG

Canada
Victoria, BC

CONTACT

Email: jiayue.cw@gmail.com
Phone: +1 (778) 677-3233

EDUCATION

University of Victoria
2020 - present
BSc, Computer Science
Focus in HCI and Data Analysis

CERTIFICATIONS

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 | Microsoft Office
C++ | Python | HTML | SQL | etc.
Technical Writing

ABOUT

With a strong foundation in human-computer interaction, data analysis, and product design, I am eager to contribute to creating meaningful, user-centered products. My academic background and hands-on project experience have equipped me with the skills to conduct insightful user research, translate findings into actionable product features, and collaborate effectively with cross-functional teams. I thrive in dynamic environments where I can apply my analytical thinking, creativity, and empathy to solve real-world problems, making products that truly resonate with users

WORK EXPERIENCE

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.

PORTFOLIO / WORK SAMPLES

Portfolio/Personal Website
Technical Writing Sample
Github