

Canada
Victoria, BC

CONTACT

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EDUCATION

University of Victoria

2021 - 2025

BSc, Computer Science

Focus in HCI

TECHNICAL SKILLS

Analytics + Operations

Jira, MeisterTask, Word & Google Docs,
Excel & Google Sheets, R, Google
Analytics, NVivo

UI/UX + Design

Miro, Figma, Adobe Photoshop, Adobe
Illustrator (familiar), Blender

Web + App Development

HTML, CSS, Python, C++, Markdown,
Github, SQL, LaTeX, Javascript

CERTIFICATIONS

Electronic Arts, Product Management
Virtual Experience Program on Forage

TCPS 2: CORE-2022 Research Ethics

IBM, Design Thinking Practitioner

Udemy, User Experience Design
Fundamentals

JIAYUE WONG

WORK EXPERIENCE

WEST X FORTISBC

Project Manager

Jan. 2025 - Present

- **Developed and maintained project schedules** of 6 sub-teams consisting of 5 people ensure timely completion of deliverables.
- Prepared **detailed project reports**, synthesizing key insights and actionable recommendations to support strategic decision-making and project success.
- **Coordinated** cross-functional **team communication** and provided weekly progress updates to stakeholders.

University of Victoria - MODSQUAD

Product Manager

Oct. 2024 - Present

- Defined **product requirements** and specifications for an AI tutor system for the math department.
- Collaborated with stakeholders to **refine product goals** and enhance user workflows.
- 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**.

Pacific Asian Student Society

Operations & Event Manager

Oct. 2024 - Present

- **Spearhead strategic planning** and execution of 3 events, leveraging insights to enhance student engagement and satisfaction.
- Regularly assess event outcomes to **identify opportunities for improvement** and optimize future initiatives.
- **Facilitate team collaboration**, streamlining communication and task management to ensure milestones are met.

Electronic Arts

Systems Engineer, co-op

Sept. 2023 - Dec. 2023

- Collaborated with **cross-functional teams** to enhance and maintain a large codebase, ensuring seamless integration and functionality within teams.
- Participated in team meetings to provide updates on project progress, ensuring alignment and **effective communication** within the team.
- Developed and optimized **C++ code using the Frostbite engine**, contributing to the creation and refinement of game features.
- Using **test-driven development practices**, contributed to the creation of an API that enabled game data to be saved and loaded from the cloud.