

# Jiayao (Mike) Wu

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## WORK EXPERIENCE

### Sony Interactive Entertainment

Aliso Viejo, CA

#### Software Engineer Intern

May 2022—Present

- Joined Game Platform R&D, working on the gaming resource manager for PlayStation's next-gen cloud gaming.
- Implemented fast game switch in **Rust**, featuring players switching games without starting a new stream session.
- Developed **REST-APIs** for operations and maintenance, allowing developers to interact with compute sleds by a single command remotely.
- Integrated event reporting into the system, improving runtime observability and providing statistics for studying user behaviors.

### Apple

Shanghai, China

#### Software Engineer Intern

Jan. 2020—Jul. 2020

- Joined CoreOS team, worked on an internal tool that automates routine tasks at Apple's manufacturing lines.
- Designed, Implemented and tested a front end with **React** and **Jest** that provides users a streamlined experience to build and modify customized workflows for routine manufacturing tasks.
- Evaluated data and visualized in **Matplotlib** such as line charts of monthly usage.
- Improved the team's productivity by saving an average of 50% time per workflow.

## EDUCATION

### University of Michigan

Ann Arbor, MI

Master of Science in Information

Expected Apr. 2023

Courses covered: Game Development, Mobile Development, Database Application

### Shanghai Jiao Tong University (UM-SJTU Joint Institute)

Shanghai, China

Bachelor of Science in Electrical and Computer Engineering

Sept. 2017—Aug. 2021

Courses covered: Operating System, Algorithm, Hadoop & Big Data

## TECHNICAL SKILLS

Programming: C (Linux), C++, C#, Java, JavaScript, Python, Rust, TypeScript

Web Development: Angular, CSS, Django, HTML5, React

Game and Mobile Development: React Native, Unity 3D

Data Management: Google Firestore, MongoDB, MySQL, PostgreSQL

DevOps: Docker, Git, Hadoop, Linux, Nginx,

## PROJECTS

### Chronos — Unity 3D Game Project for EECS 494: Game Dev — Team Lead & Lead Programmer & Level Designer

- Impressed players with an immersive city parkour game, ranked 4th of 14 in UM/EMU Game Design Showcase.
- Programmed the entire player control in **C#** on **Unity 3D** for the smooth and juicy parkour experience.
- Planned and executed the project roadmap on **Jira** and managed the dev repo on **GitHub**.

### Wishlist App — Final Project for SI 669: Mobile Dev — Full Stack Developer & UI Designer

- Worked in a team of two, developed a mobile app that helps users to prepare the best gifts for their friends
- Designed, implemented and tested a mobile app with **Figma**, **TypeScript**, **React Native**, **Google Firestore** where users can create his wishlist, check friends' wishlist and claim to help with friends' wishes.
- Designed and built a relational database with **Google Firestore**, and supported uploading images for gifts

### JOJ — Web-based Auto-grader for UM-SJTU Joint Institute — Front-End Developer & Former Maintainer

- Maintained an online judge that is used by 500+ students from 10 technical courses, operated the web app and code judges with **Docker** in the **Linux** server and troubleshoot runtime errors.
- Works in a team of four, develops the next version of website with **React**, **TypeScript**, **FastAPI** and **PostgreSQL**
- Collected and studied feedback and issues from users including students and teaching teams, created and planned new features that enhance the user experience.