Jiayao (Mike) Wu

(734) 510-0214 • wumike@umich.edu • linkedin.com/in/jiayaowu • jiayao.me

EXPERIENCE

Sony Interactive Entertainment *Aliso Viejo, CA*
Software Engineer Intern *May. 2022—Present*
- Joined Hardware & System Engineering Team, working on the rack stack for PlayStation's next-gen cloud gaming.
- Implemented fast game switch on the rack stack, featuring players switching games without starting a new session.
- Developed API for maintenance, allowing site reliability team to automate the routine operation and work remotely.
- Improved runtime observability by integrating event reporting into each state of the system.

Apple *Shanghai, China*
Software Engineer Intern *Jan. 2020—Jul. 2020*
- Joined CoreOS China Team, working on an internal tool that automates routine tasks at Apple's manufacturing lines.
- Implemented a front end with React that allows users to create customized workflows for routine manufacturing tasks.
- Designed the user interface, providing a streamlined experience to build and modify workflows.
- Evaluated data and visualized in Python such as line charts of monthly usage.
- Improved the team's productivity by saving an average of 4 hours per workflow.

Shanghai Jiao Tong University *Shanghai, China*
Teaching Assistant (operating system, algorithm, C++) *May 2020—Aug. 2021*
- Hosted exam review sessions and weekly discussion sessions for at most 150 students.
- Prepared new assignments in C++ with detailed specifications that introduced sophomore to operating systems
- Programmed and maintain Python scripts that automate grading by saving an average of 2 hours per 50 students

EDUCATION

University of Michigan *Ann Arbor, MI*
Master of Science in Information *Expected Apr. 2023*
Areas of focus: Software Engineering, Game Development

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++, Python, JavaScript, TypeScript, C#, Java, Rust
Web Development: HTML5, CSS, React, Angular, Django
Game and Mobile Development: Unity 3D, React Native
Data Management: MySQL, PostgreSQL, MongoDB, Google Firestore
DevOps: Linux, Docker, Git, Nginx, Hadoop

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 in UM/EMU Game Design Showcase.
- Programmed the entire player control for the smooth and juicy parkour experience.
- Planned and executed the project roadmap on Jira and managed the dev repo on GitHub.

JOJ — *Web-based Auto-grader for UM-SJTU Joint Institute* — Front-End Developer & Maintainer
- Maintain the current website and troubleshoot runtime errors, used by 500+ students from 10 technical courses.
- Develop the next version of the website with React based on feedbacks collected from faculty and staff,

FOCS Git — *Self-hosted Git Service of UM-SJTU Joint Institute* — Developer & Maintainer
- Built and maintained the Git Service with Gitea in Golang, used by 200+ students from 4 technical courses.
- Programmed scripts and wrote documentations for faculty and teaching assistants.