

MYKE A. CHEN

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EDUCATION

University of Southern California

Los Angeles, CA

B.S. in Computer Science and Business Administration, Minors in AI Applications and Applied Analytics May 2027

Honors: Dean's List (4), Presidential Scholarship (Half tuition scholarship based on Merit) GPA: 3.77/4.0

Activities: ProductSC (Product Management Club), Alpha Kappa Psi (Professional Business Fraternity)

Relevant Coursework: Software Development and Engineering, Algorithms and Theory of Computing, Data Structures and Algorithms, Object-Oriented Design, Neural Networks, Supervised/Unsupervised ML, Statistics, Linear Algebra

WORK EXPERIENCE

Frenchy Digital (Mobile & Web Development Agency)

Los Angeles, CA

Technical Product Manager Intern

Sep 2025 - Present

- Led Agile sprint planning and backlog refinement while contributing to mobile app development in Flutter and Node.js
- Delivered a redesigned client website through sprints, establishing KPIs to measure performance and drive iteration
- Created PRDs outlining technical specifications, app flows, feature prioritization, and user stories to guide development
- Collaborated with designers and developers in bi-weekly client meetings to align requirements with deliverables

Next Play Games (B2C, Sports Tech)

Los Angeles, CA

Business Development Intern

May 2025 - August 2025

- Collaborated closely with the design team to implement 15+ strategic interface improvements based on mobile app UI/UX trends and competitor analysis, resulting in a 20% increase in user retention and reduced onboarding friction
- Led usability testing with 50+ users, performing meta-analysis to identify pain points and inform development priorities
- Developed growth strategy with content creation and partnership pitches, contributing to a 25% increase in downloads

Navi Technologies (B2C, Civic Tech)

Los Angeles, CA

Product Intern

March 2025 - May 2025

- Performed full-cycle product testing across 30+ real-world scenarios, logging 100+ fixes to guide engineering priorities
- Led usability testing with 10+ users, gathering insights to redesign flows in Figma and iterate on product usability

Moziware Inc. (B2B, AR, AI, Wearable Technologies)

Shanghai, China

Mobile App Developer Intern

July 2024 - August 2024

- Developed Android mobile chatbot in Kotlin and enabled seamless OS integration, which reduced latency by 15%
- Implemented secure RESTful API connections between app and PostgreSQL, enabling faster data retrieval and updates
- Collaborated with design team to create 15+ Figma wireframes, improving usability scores by 30% in user testing

LEADERSHIP AND INVOLVEMENT

SpatialSC (Extended Reality/VR/AR)

Los Angeles, CA

Product Manager and XR Creators Cohort

January 2024 - January 2025

- Built visionOS app in SwiftUI and Unity to detect and visualize construction sites, improving public awareness of sites
- Managed a team of 5, facilitating weekly sprints and delivering demos and pitch presentations to industry leaders

USC Joint Educational Project (Volunteering)

Los Angeles, CA

Computer Science Tutor

January 2024 - December 2024

- Taught computer science fundamentals to 22 fourth graders through interactive lessons, building problem-solving skills
- Designed an engaging curriculum with 20+ hands-on activities, integrating coding concepts and real-world applications

SKILLS

Languages & Frameworks: JavaScript (React, React Native, TypeScript), HTML/CSS, Python, SQL, Java, C++, Kotlin

Technologies: MySQL, PostgreSQL, Firebase, Node.js, Express, AWS, Docker, Git, Postman, Keras, Tensorflow, sklearn

Tools & Skills: Figma, Asana, Excel, PowerPoint, Miro, PRDs, User Testing, Product Roadmapping, Agile, Data Analysis