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 data-informed growth strategies and partnership pitches that drove a 25% increase in mobile app 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
- Led a cross-functional team of 5 through sprints, defining product direction and delivering demos 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

Product & Tools: Figma, Asana, Miro, PRDs, Roadmapping, User Testing, Agile, Data Analysis, Excel, PowerPoint
Technical: JavaScript (React, React Native, TypeScript), Python (FastAPI), HTML/CSS, SQL, Java, C++, Kotlin
Technologies: Supabase (PostgreSQL), Node.js, Express, RESTful APIs, OAuth 2.0, Docker, Git, Postman, Keras