

Jerry (Zhijie) Zhao

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EDUCATION

- University of Michigan - Ann Arbor, MI** Sep 2021 - Dec 2022
Master of Science in Information GPA: 4.0/4.0
- **Related Coursework:** Developing Mobile Experiences, Building Interactive Applications, Introduction to Game Development, Database Application Design, Intro to Interactive Design, Information Visualization
- Shanghai Jiao Tong University - Shanghai, China** Sep 2017 - Aug 2021
Bachelor of Science in Electrical and Computer Engineering GPA: 3.6/4.0
University of Michigan Shanghai Jiaotong University Joint Institute
- **Honor / Award:** Undergraduate Merit Scholarship by Shanghai Jiaotong University (2020, top 10%), Undergraduate Progress Scholarships by Shanghai Jiaotong University (2019, top 5%)
 - **Related Coursework:** Operating System, Data Structures and Algorithms, Introduction to Cryptography

SKILL

- **Computer Languages:** JavaScript, TypeScript, C#, C++, C, Python, HTML5, SCSS, JAVA, MATLAB, R, SQL
- **Frameworks/Libraries:** React, React Native, Relay(GraphQL), Angular, Altair, Native Base, chakra-ui, Django
- **Tools:** Unity, Firebase, Expo, Git, MySQL, yarn, NPM, Linux, Docker, Tableau, Verilog

PROFESSIONAL EXPERIENCE

- Coinbase Global, Inc.** Jun 2022 - Present
Retail App, Software Development Engineer Intern San Francisco
- Design and develop an automation tool for the IT and security team to grant/revoke employee access to Coinbase's accounts in Apple Appstore / Google Play Store, reducing security risks and avoiding potential data leakage.
 - Migrate from **REST API** to **GraphQL** and **Relay** for **React Native** Retail app (Coinbase app) and Web Retail app (www.coinbase.com), avoiding serial request waterfalls, increasing reliability, and developer experience.
 - Adopt test-driven development with **Jest** and **React Testing Libraries** in **unit tests** and **e2e tests**, achieving more than **90%** test coverage rate, preventing regressions, and strengthening release confidence.
 - Proactively communicate progress with manager and colleagues through daily standups and weekly 1-on-1 meetings. Maintain a working document for problems, solutions, and potential improvements.
- Shanghai Yi Xiao Information Technology Co., Ltd.** Apr 2021 - Aug 2021
Qingflow, Software Development Engineer Intern Shanghai
- Collaboratively developed a No-Code development platform that enabled users to create industrial-level customer relationship management applications using **Angular**, **Typescript**, **SCSS**, and **Ant Design**.
 - Cooperated with UX designers to form new design guidelines, and engineered standardized stylesheets using **SCSS variables and mixins**, helping the company switch to the new front-end design smoothly.
 - Built reusable file uploading features with customer-centered interface design through collaboration with backend engineers, product managers, designers, and QA engineers.

PROJECT EXPERIENCE

- Stein's Fishing Tale - Unity / C#** Mar 2022 - Apr 2022
Team Leader
- Led a team of 5 to design and develop a survival, role-playing, fishing game with dozens of fishes, diverse fishing rods, and multiple endings using **Unity** and **C#**, ranked **4th** in the Game Show Case in Michigan.
 - Enhanced player experience with joy by well-designed beginners guidance, specially crafted soundtrack with vivid sound effects, user-centered interactions, fascinating stories, and juicy animations.
 - Conducted over **50 hours** of playtests with about **500** players to iterate gaming mechanics and design.
 - Maintained the dev blogs on Indiedb, Tigsources, and published the game on itch.io with a trailer on [YouTube](https://www.youtube.com/watch?v=1333333333).
 - Planned and executed the project roadmap on **Jira** and managed the dev repo on GitHub.
- Wishlist - React Native / Firebase / NativeBase** Nov 2021 - Dec 2021
- Designed and developed a social app aiming at providing help for users with trouble preparing gifts for friends using **React Native**, **TypeScript**, and **NativeBase**.
 - Implemented camera and image uploading function through **Firebase** and **React Native Image Picker**.
 - Boosted user experience through adding loading control, toast notifications, and swipe lists using **ahook**.
- HumanKind - UX Design / Figma** Sep 2021 - Dec 2021
- Designed a donation app applying user experience design methods (**Persona**, **User Flow Diagram**, **Wireframe**, **Usability Inspection**) to facilitate small and direct donations to neighbors in need.
 - Created the **Persona** and **Scenario** based on primary user experience through interviews and research.
 - Made and tested **high-fidelity prototypes** for registration and wishlist panels using **Figma**.
 - Conducted **5 interviews** and **2 rounds of usability inspection tests** with primary users in different age groups to iterate and improve product design.