

# Jerry (Zhijie) Zhao

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## EDUCATION

- University of Michigan - Ann Arbor, MI** Sep 2021 - May 2023  
M.S. Information, User-Centered Agile Development 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  
B.S.E. 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, C++, TypeScript, C#, C, Python, HTML5, SCSS, JAVA, MATLAB, R, SQL
- Frameworks/Libraries:** React, React Native, Relay(GraphQL), Angular, Altair, Native Base, chakra-ui, Django
- Tools:** Git, Unity, Firebase, ARCore/ARkit, Expo, MySQL, yarn, NPM, Linux, Docker, Tableau, Verilog, shader

## PROFESSIONAL EXPERIENCE

- Coinbase** Jun 2022 - Aug 2022  
Software Development Engineer Intern San Francisco
- Design and develop an automation tool through **AWS (Secrets Manager, API Gateway and Lambda)** 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.
  - Collaborate 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  
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**.
  - Worked cross-functionally 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.
  - 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# - Team Leader** Mar 2022 - Apr 2022
- Led a team of 5 developers and designers to create a survival, role-playing, fishing game with multiple endings using **Unity** and **C#**, ranked 4th in the Game Show Case in Michigan.
  - Planned and executed the project roadmap on **Jira**, and managed the dev repo on **GitHub**.
  - Programmed major components of the game including the major fishing mechanism, and the level selection system.
  - Provided joyful player experience by adding well-designed beginner guidance, specially crafted soundtracks with vivid sound effects, user-centered interactions, fascinating stories, and juicy animations.
  - Conducted over **50 hours** of playtests with **500 players** to iterate gaming mechanics and design.
  - Published the game on [itch.io](https://itch.io) with a trailer on [YouTube](https://www.youtube.com/watch?v=11333333333) and maintained the dev blogs on Indiedb and Tigsources.
- Wishlist - React Native / Firebase / NativeBase** Nov 2021 - Dec 2021
- Designed and developed a social app that helps prepare gifts for friends using **React Native** and **TypeScript**.
  - Implemented camera and image uploading function through **Firebase** and **React Native Image Picker**.
  - Improved user experience through adding loading control, toast notifications, and swipe lists using **ahook**.
- Linux Shell Implementation - C / Linux / Operating System** Sep 2020 - Oct 2020
- Implement a shell based on Linux Shell commands, supporting File I/O redirection and pipe.
  - Parsed the input using recursively to implement support for quotations in commands.
  - Implemented file I/O redirection and pipe using loops with **dup2()** to provide users with access to local files.
  - Developed signal handler using **SIGINT** to handle CTRL-C and CTRL-D.