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, 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.
- 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
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**.
- 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 with a trailer on YouTube and maintained the dev blogs on Indiedb and Tigsource.

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**.

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.
- Constructed the **Persona** and **Scenario** based on primary interviews and research.
- Created and tested **high-fidelity prototypes** for registration and wishlist panels using **Figma**.
- Conducted **5 interviews** and **2 rounds of usability inspection tests** with target users in different age groups to iterate and improve product design.