Jiayue Wong

Aspiring Product Manager

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RELEVANT EXPERIENCE

Product Manager

Metalab (Intern) • Victoria, BC • May 2025 – Aug 2025

- **Analyzed** user research sessions; synthesizing data to drive actionable insights and improve product design.
- **Researched** industry and product trends to identify emerging opportunities and inform strategic feature development.
- **Helped lead** and **facilitated** weekly stand-ups and cross-functional syncs to drive progress and alignment on a **$7M** software product initiative.
- **Built and maintained** detailed **Jira roadmaps and epics**, supporting clear prioritization, planning, and delivery across product milestones.
- **Defined feature requirements**, collaborating with stakeholders to capture user/business needs and articulate what success looks like.

Product Manager

University of Victoria - MODSQUAD • Victoria, BC • Jan 2025 - Apr 2025

- Defined **product requirements** and specifications for an AI tutor system for the math department.
- Collaborated with stakeholders to **refine product goals** and enhance user workflows.
- Interviewed users and analyzed feedback to **inform design decisions** and improve overall user experience.

Project Manager

WEST X FortisBC • Victoria, BC • Jan 2025 - Apr 2025

- **Developed and maintained project schedules** of 6 subteams consisting of 5 people ensure timely completion of deliverables.
- Prepared **detailed project reports**, synthesizing key insights and actionable recommendations to support strategic decision-making.
- **Coordinated** cross-functional **team communication** and provided weekly progress updates to stakeholders.

Systems Engineer

Electronic Arts (Intern) • Vancouver, BC • Sep 2023 – Dec 2023

- Collaborated with **cross-functional teams** to enhance a large codebase, ensuring seamless integration and functionality within teams.
- Participated in team meetings to provide updates on project progress, ensuring alignment and **effective communication** within the team.
- Developed and optimized code in **C++ using the Frostbite engine**, contributing to the creation and refinement of game features.
- Using **test-driven development practices**, contributed to the creation of an API that enabled game data to be saved and loaded from the cloud.

EDUCATION

University of Victoria

Expected May 2026

Bachelor of Computer Science; Specializing in human computer interactions

TECHNICAL SKILLS

Analytics + Operations

Jira, MeisterTask, Notion, Word & Google Docs, Excel & Google Sheets, R, Google Analytics, NVivo

UI/UX + Design

Miro, Figma, Adobe Photoshop, Adobe Illustrator (familiar), Blender

Web + App Development

HTML, CSS, Python, C++, Markdown, Github, SQL, LaTeX, Javascript

CERTIFICATIONS & TRAINING

Electronic Arts Product Management Virtual Experience Program on Forage, TCPS 2: CORE-2022 Research Ethics, IBM Design Thinking Practitioner

INTERESTS

Exploring new cities, video games, crocheting, and limit testing how lactose intolerant I am