Phoebe (Hsuan-Ju) Wang

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Product-oriented software engineer in XR and medtech, and entrepreneurial experience co-founding a food delivery platform. Hands-on involvement across the full product lifecycle—R&D, testing, and launch. Strong data-driven, user-centered mindset with proven ability to deliver products from 0 → 1. Seeking to transition into Product Manager roles.

SKILLS

Product & Business: Requirements gathering, stakeholder collaboration, agile methodology, usability testing, market analysis

Technical: C#, C++, React.js, HTML, CSS, SQL, Python, R | PostgreSQL, MySQL, MongoDB, Firebase

Tools: JIRA, Confluence, Trello, Notion, Figma, Jenkins

WORK EXPERIENCE

Software Engineer @ Globus Medical   MA, USA | Sep 2023 - Present
- Designed and implemented XR surgical applications in Unity (C#) to support spine surgery, collaborating with product managers, QA, research, and manufacturing teams in an agile environment.
- Involved in product R&D, V&V, and launch, gaining hands-on experience across the full product lifecycle.
- Assisted in drafting design and functional requirements to align product specifications with clinical needs
- Proactively requested and completed spine sales training, gaining knowledge of clinical workflows and market drivers.

Co-Founder / Front-End Developer @ Eat Great Inc. | Link   Kaohsiung,Taiwan | Nov 2019 - Nov 2020
- Established a food delivery platform with a smart locker that attracted 1000+ app registrations
- Strategized and set goals for product launch initiatives
- Conducted usability test and developed food delivery APP interface

Research Assistant, @ Data Science Lab, NSYSU   Kaohsiung, Taiwan | Sep 2020 - Jun 2021
- **Applied ML models** (Random Forest, Decision Tree) in R/Python to generate actionable insights from aging datasets (~33,000 records), translating findings into evidence that shaped research direction and conclusions.
- Engineered Python APIs for automated data collection and preprocessing from an e-commerce platform, reducing manual effort.

Unity VR Developer | Client: EKTO VR | Link   PA, USA | Jan 2023 - May 2023
- Sole software engineer on a cross-functional team of producers, designers, and artists, driving collaboration across disciplines to align vision and execution.
- Partnered with client stakeholders to define scope, prioritize features, and deliver a VR onboarding tutorial from 0 → 1 for EKTO ONE (motorized VR footwear).
- Facilitated iterative VR playtesting sessions, collecting feedback to refine user onboarding flow and improve user experience.
- Project won **Gold** at the 2023 MUSE Creative Awards in the Experiential & Immersive category.

Unity Game Developer | Client: Collaboratory Against Hate | Link   PA, USA | Sep 2022 - Dec 2022

- Shipped a web-based role-playing 2D game to educate students on racial bias, balancing gameplay design with research goals.
- Integrated Unity Analytics to track player behavior, generating insights for iterative improvements and academic research.
- Conducted playtests with students and researchers, gathering feedback to validate mechanics and improve engagement.
- **Publication:** Co-author of *Power Core Values: Teaching Racial Bias Awareness through a Stealth Game and Workshop*, presented at **JCSG 2023**, published in *Lecture Notes in Computer Science* (Springer). DOI

EDUCATION

Carnegie Mellon University   PA, USA
Master of Entertainment Technology   May 2023
- Introduction to Game Design, Software Structure of User Interface, Experience Design, Building Virtual Worlds, Visual Story

National Sun Yat-sen University   Kaohsiung, Taiwan
B.B.A in Information Management   Jun 2020
- Intro to Big Data Analytics, Data Structure, Deep Learning, Management Information Systems, Database Management, Marketing Management, Statistics, Economics