

Jiaqi Wu

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EDUCATION

University of California-San Diego

05/2027

Bachelor of Science

Mathematics - Computer Science

GPA: 4.0

TECHNICAL SKILLS

- **Programming Languages:** Java, Python, HTML
- **Tools:** Microsoft Word, Excel, PowerPoint, MATLAB
- **Game Planning Skills:** Unreal Engine
- **Language:** Mandarin(native), English(professional)

PROJECT EXPERIENCES

Interactive Entertainment (Shanghai) Technology Co., Ltd

08/2022-09/2022

Part-time assistant, Industry Research Assistant

- ☐ Analyzed reports, brain maps, and UI interaction schematics.
- ☐ Learned the game and Internet industry, in-depth analysis of each position, core competencies, learning methods, teaching, and examples of thinking systems.
- ☐ Daily experience and global gameplay planned for the game to ensure a good experience.
- ☐ Executed the overall design of the game's various gameplay, including planning the experience direction and the execution and planning of the project implementation.
- ☐ Designed the copy level of the game, including the dynamic planning of the scene, and the rhythm of the experience mind flow, to ensure the performance effect of the copy level and the reasonableness of the numerical tendency while releasing the fun in the station.
- ☐ Wrote behavior trees for Non-Player Characters in the game to ensure that the NPCs maintain a good performance and combat experience in the levels and gameplay.

STUDENT ACTIVITIES

- ☐ Attended Stanford summer program in 2021 to learn about AI, Python, and data analysis, culminating in an in-class presentation of the group's data analysis PowerPoint on asteroid discovery.
- ☐ Created presentation documents and projects for presentation.
- ☐ Worked as a programmer in the robotics club and the team won the Rookie Inspiration Award in the regional FRC competition in 2022.

AWARDS

- AMC 12 Distinction Award
- Valedictorian Award