

Jiaqi Wu

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EDUCATION

University of California-San Diego	09/2023-06/2027
B.S Mathematics - Computer Science, minor in Music Computing & Arts	
GPA: 4.0	
Pioneer Academy	09/2019-05/2023
GPA: 3.96	

PROJECT EXPERIENCES

Interactive Entertainment (Shanghai) Technology Co., Ltd	08/2022-09/2022
Part-time assistant, Industry Research Assistant	
<ul style="list-style-type: none"><input type="checkbox"/> Analyzed reports, brain maps, and UI interaction schematics.<input type="checkbox"/> Learned the game and Internet industry, in-depth analysis of each position, core competencies, learning methods, teaching, and examples of thinking systems.<input type="checkbox"/> Daily experience and global gameplay planned for the game to ensure a good experience.<input type="checkbox"/> Overall design of the game's various gameplay, including planning the experience direction and the execution and planning of the project implementation.<input type="checkbox"/> 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.<input type="checkbox"/> Wrote behavior trees for NPCs/monsters in the game to ensure that the NPCs/monsters 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

- National Honors Society
- AMC 12 Distinction Award
- High School Valedictorian Award

SKILLS

- Programming Languages: Java, Python, HTML
- Language: Chinese(native), English(professional)
- Game Planning skills: Making multiple mini-games with scratch 2.0