

Jiayu Hu
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EDUCATION

Bachelor of Computer Science, Major, Co-op Option	Sep 2022-Present
Carleton University, Ottawa, ON, Canada	

- Third Year Standing – 12 through 13.5 credits, 11/12 (A)
- Expected Graduation Date: Dec 2025

Bachelor of Management in Accounting	Sep 2018-Jun 2022
Zhongnan University of Economics and Law, Wuhan, China	

- Final GPA: 3.8/4.0 (89.84/100)
- Awards and scholarships: Scientific Research Innovation Scholarship

RELEVANT SKILLS, EXPERIENCES AND ACCOMPLISHMENTS

Technical Skills

- Created a 2D shooter game using Unity and C# that could be deployed on the web and PC
- Implemented a web crawler and a search engine using Python, aiming to minimize the runtime and space complexity of the operations
- Re-implemented the search engine's functionality in Java and applied a GUI application that allows the user to perform searches and see search results
- Built web-based applications such as Simon Game, drum kit and todo list using HTML, CSS, JavaScript and Node.js
- Designed a personal site using HTML, CSS, JavaScript and BootStrap to display personal information and experience

Communication Skills

- Collaborated with three team members in a three-day Hackathon to use solar energy leveraging the power of 5G and finally won the first-place prize
- Native speaker of Chinese and fluent in English: TOEFL score 108/120 (Reading 30/30, Listening 30/30, Speaking 21/30, Writing 27/30)

WORK EXPERIENCE

Intern in Audit Department	Jan-Feb 2021
Ernst & Young Hua Ming LLP, Shanghai, China	

- Supported senior staff from two audit teams in the completion of audit reports and financial statements at the end of the accounting year
- Analyzed balance sheets for two companies using Excel to determine their financial health

APPLIED PROJECTS

Developer	Dec 2022- Jan 2023
Galaxy Shooter 2D Game	

- Built a galaxy shooter 2D game with full functionalities, UI, effects and audio using Unity and C#
- Deployed the game to web and PC platforms

Developer**Sep 2022-Dec 2022**

COMP1405&1406Z Course Projects, Carleton University, Ottawa, ON

- Implemented a web crawler and a search engine using Python, aiming to minimize the runtime and space complexity of the operations
- Used OOP principles to re-implement the web crawler and search engine, built a GUI for the search engine with JavaFX

Team Member**Oct 2022**

Discover Technata Hacks, Ottawa, ON

- Participated in a hackathon with three other team members, aiming at using 5G and IoT in the field of renewable energy
- Built functional prototypes for an app to monitor and control the home solar system kit on mobile devices
- Conducted a presentation on the application of 5G technology in renewable energy to communications industry practitioners such as Ericsson and Nokia
- Stood out among a dozen of teams in the final round and won the first-place prize of \$2,000

Participant**Jul-Aug 2021**

The Complete 2021 Web Development Bootcamp, Udemy

- Built a personal site using HTML, CSS, JavaScript and Bootstrap that could be deployed on the GitHub page
- Built a Dice game, a Simon Game and a Drum Kit using HTML, JSS, JavaScript and React.js that could be interacted with on the website
- Built a ToDoList App using Node.js and EJS Template that could be displayed on the website