

**Jiayu Hu**  
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jennyho5.github.io/personal-site

## EDUCATION

<b>Bachelor of Computer Science</b> Carleton University, Ottawa, ON, Canada <ul style="list-style-type: none"><li>Fourth-Year Standing, CGPA: 11.62/12.0 (96.83%)</li></ul>	<b>Sep 2022-Apr 2024</b>
<b>Bachelor of Management in Accounting</b> Zhongnan University of Economics and Law, Wuhan, China <ul style="list-style-type: none"><li>Final GPA: 3.8/4.0 (89.84%)</li></ul>	<b>Sep 2018-Jun 2022</b>

## AWARDS AND SCHOLARSHIPS

- 2022-2023 Carleton University Clarence C. Gibson Scholarship
- 2022 Discover Technata Hacks Hackathon, First-Place
- 2023 Hack the Hill Game Jam Challenge, Second-Place

## TECHNICAL SKILLS

- Programming languages: Python, Java, C, C++, C#, HTML, CSS, JavaScript
- Technical tools: Unity, Node.js, React.js, Flask, SQL, MongoDB, Git, Jira, Confluence

## WORK EXPERIENCE

<b>Software Engineer Intern   TD Bank, Toronto, ON</b> <ul style="list-style-type: none"><li>Designed and developed business dashboards for the VP using <b>JavaScript</b> and <b>Rest API</b> of <b>Jira</b> and <b>Confluence</b>, resulting in a 50% increase in data accessibility and a 20% improvement in decision-making efficiency</li><li>Trained and implemented <b>Agile methodologies</b> in the team, successfully assisted in the first in-person training</li></ul>	<b>May-Aug 2023</b>
<b>Audit Intern   Ernst &amp; Young, Shanghai, China</b> <ul style="list-style-type: none"><li>Effectively <b>communicated</b> financial findings and insights to team members and clients, fostering a <b>collaborative</b> and transparent work environment</li></ul>	<b>Jan-Feb 2021</b>

## PROJECTS EXPERIENCE

<b>Game Developer   Develop at Ubisoft, Toronto, ON</b> <ul style="list-style-type: none"><li>Create and submit a Windows game made entirely in <b>C++</b> using a provided API</li></ul>	<b>Nov 2023-Present</b>
<b>Game Developer   Mouse in the House 2D Mystery Game</b> <ul style="list-style-type: none"><li>Utilized <b>Unity</b> to integrate all project elements, including scenes, animations, and visual assets</li><li>Wrote clean and efficient <b>C#</b> code to implement quest, dialogue, and save/load systems</li></ul>	<b>May 2023-Present</b>
<b>Full-stack Developer   co:ver letter, SheHacks+7 Hackathon, Western University</b> <ul style="list-style-type: none"><li>Built a <b>web application</b> using the <b>NLG</b> toolkit co:here <b>API</b>, achieving a 70% accuracy rate in generating cover letters based on the job description and resume within seconds</li><li>Used front-end technologies like <b>HTML</b>, <b>CSS</b>, <b>JavaScript</b> and back-end technologies like <b>Python</b> and <b>Flask</b></li></ul>	<b>Jan 2023</b>
<b>Full-stack Developer   Simple Search Engine, Carleton University</b> <ul style="list-style-type: none"><li>Designed a simple search engine with <b>Python</b> and <b>Java</b> based on the PageRank algorithm to input keywords and output the top results from the sample database</li><li>Constructed an intuitive graphical user interface (GUI) for the application using <b>JavaFX</b></li></ul>	<b>Sep-Dec 2022</b>
<b>Team Member   First Place Team, Discover Kanata Hacks, Ottawa, ON</b> <ul style="list-style-type: none"><li>Conducted a presentation on the application of using <b>5G</b> and <b>IoT</b> in <b>renewable energy</b></li><li>Built functional prototypes for an app to monitor and control the home solar system kit on mobile devices</li></ul>	<b>Sep-Dec 2022</b>