

**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
- 2023 SheHacks+7 Hackathon, Fifth-Place

## TECHNICAL SKILLS

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

## WORK EXPERIENCE

<b>Software Engineer Intern   TD Bank, Toronto, ON</b> <ul style="list-style-type: none"><li>Technologies used: JavaScript, REST API, Jira, Confluence</li><li>Designed and developed the first-ever RAG business dashboards in the team for the VPs and AVPs, enabling efficient data visualization and decision-making</li><li>Assisted training and implementing Agile methodologies in the team, fostering an efficient work environment</li></ul>	<b>May-Aug 2023</b>
<b>Audit Intern   Ernst &amp; Young, Shanghai, China</b> <ul style="list-style-type: none"><li>Finalized audit reports and financial statements of 2 publicly listed companies by the end of the accounting year</li></ul>	<b>Jan-Feb 2021</b>

## PROJECT EXPERIENCE

<b>Game Developer, Designer and Artist   Mouse in the House 2D Mystery Game</b> <ul style="list-style-type: none"><li>Technologies used: Unity, C#</li><li>Wrote clean and efficient code to implement quest, dialogue, and save/load systems</li><li>Designed captivating gameplay mechanics and puzzles for the game</li><li>Created pixel art using Aseprite to visually enhance the game's characters, environments, and interactive objects</li></ul>	<b>May 2023-Present</b>
<b>Game Developer and Artist   Nature Calls, Hack the Hill 2023 Game Jam Challenge, University of Ottawa</b> <ul style="list-style-type: none"><li>Technologies used: Python, Renpy</li><li>Created all visual art assets, including character designs and backgrounds, for the visual novel</li></ul>	<b>Mar 2023</b>
<b>Application Developer   co:ver letter, SheHacks+7 2023 Hackathon, Western University</b> <ul style="list-style-type: none"><li>Technologies used: Python, Flask, API, JavaScript, HTML, CSS</li><li>Built a web application using the NLG toolkit co:here API with two teammates, aiming to generate cover letters based on the job description and resume within 2 seconds</li></ul>	<b>Jan 2023</b>
<b>Game Developer   Galaxy Shooter 2D Game</b> <ul style="list-style-type: none"><li>Technologies used: Unity, C#</li><li>Built a galaxy shooter 2D game with full functionalities, UI, effects and audio</li></ul>	<b>Dec 2022-Jan 2023</b>
<b>Application Developer   Simple Search Engine</b> <ul style="list-style-type: none"><li>Technologies used: Java, Python, PageRank Algorithm</li><li>Designed a simple search engine based on the PageRank algorithm to input keywords and output the top results</li><li>Constructed an intuitive graphical user interface (GUI) for the application using JavaFX</li></ul>	<b>Sep-Dec 2022</b>