Jiayu Hu

jiayuhu@cmail.carleton.ca
jennyho5.github.io/personal-site

EDUCATION

Bachelor of Computer Science   **Sep 2022-Apr 2024**
Carleton University, Ottawa, ON, Canada
- Fourth-Year Standing, CGPA: 11.62/12.0 (96.83%)

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%)

AWARDS AND SCHOLARSHIPS

- 2022-2023 Carleton University Clarence C. Gibson Scholarship, $1000
- 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: Python, Java, C, C++, C#, HTML, CSS, JavaScript
- Technical tools: Unity, Node.js, React.js, Flask, SQL, MongoDB, Git, REST, Jira, Confluence

WORK EXPERIENCE

Software Engineer Intern | TD Bank, Toronto, ON   **May-Aug 2023**
- Designed and developed the first-ever RAG business dashboards in the team for the VPs and AVPs using JavaScript and REST API of Jira and Confluence, enabling efficient data visualization and decision-making
- Assisted training and implementing Agile methodologies in the team, fostering an efficient work environment

Audit Intern | Ernst & Young, Shanghai, China   **Jan-Feb 2021**
- Finalized audit reports and financial statements of 2 publicly listed companies by the end of the accounting year
- Analyzed balance sheets for companies using Excel to determine their financial health

PROJECTS EXPERIENCE

Game Developer, Designer and Artist | Mouse in the House 2D Mystery Game   **May 2023-Present**
- Utilized Unity to integrate all project elements, including scenes, animations, and visual assets
- Wrote clean and efficient C# code to implement quest, dialogue, and save/load systems.
- Designed captivating gameplay mechanics and puzzles for the game
- Created pixel art using Aseprite to visually enhance the game's characters, environments, and interactive objects

Game Artist | Nature Calls, Hack the Hill 2023 Game Jam Challenge, University of Ottawa   **Mar 2023**
- Created all visual art assets, including character designs and backgrounds, for the visual novel
- Utilized digital art software Clip Studio Paints to bring the vision of the game to life

Application Developer | co:ver letter, SheHacks+7 2023 Hackathon, Western University   **Jan 2023**
- 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
- Used back-end technologies like Python and Flask and front-end technologies like HTML, CSS, JavaScript

Game Developer | Galaxy Shooter 2D Game   **Dec 2022-Jan 2023**
- Built a galaxy shooter 2D game with full functionalities, UI, effects and audio using Unity and C#

Application Developer | Simple Search Engine   **Sep-Dec 2022**
- Designed a simple search engine based on the PageRank algorithm to input keywords and output the top results
- Constructed an intuitive graphical user interface (GUI) for the application using JavaFX
- Used programming languages like Java and principles like Object-Oriented Programming (OOP)