

## Jiayu Hu

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

### EDUCATION

#### Bachelor of Computer Science

Sep 2022-Present

Carleton University, Ottawa, ON, Canada

- Fourth-Year Standing, CGPA: 11.62/12.0 (96.83%)
- Expected Graduation Date: May 2024

#### 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
- 2023 Hack the Hill Game Jam Challenge, Second-Place
- 2023 SheHacks+7 Hackathon, Fifth-Place
- 2022 Discover Technata Hacks Hackathon, First-Place

### SKILLS

#### Technical Skills

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

### APPLIED PROJECTS

#### Project Lead | Untitled 2D RPG Mystery Game Project

May 2023-Present

- Utilized Unity to integrate all project elements, including scenes, animations, audio, and visual assets
- Created pixel art using Aseprite to visually enhance the game's characters, environments, and interactive objects
- Wrote clean and efficient C# code to implement game logic and functionality
- Designed captivating gameplay mechanics and puzzles for the game

#### Game Artist | Hack the Hill 2023 Game Jam Challenge, University of Ottawa

Mar 2023

- Created all visual art assets, including character designs and backgrounds, for a visual novel game Natrual Call
- Utilized digital art software Clip Studio Paints to bring the vision of the game to life

#### Team Programmer | 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 seconds
- Used front-end technologies like HTML, CSS, JavaScript and back-end technologies like Python and Flask to build the website

#### Game Developer | Galaxy Shooter 2D Game Project

Dec 2022-Jan 2023

- Built a galaxy shooter 2D game with full functionalities, UI, effects and audio using Unity and C#

#### Team Member | Discover Technata Hacks, Ottawa, ON

Sep-Oct 2022

- Participated in the hackathon with three other team members, aiming at using 5G and IoT in 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

### WORK EXPERIENCE

#### Software Engineer Intern | TD Bank, Toronto, ON

May-Aug 2023

- Developed business dashboards for the VP using the Rest API of Jira and Confluence, enabling efficient data visualization and decision-making
- Assisted the team in training and implementing Agile methodologies, fostering an efficient work environment