

Jiayu Hu
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jennyho5.github.io/personal-site

EDUCATION

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

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

TECHNICAL SKILLS

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

WORK EXPERIENCE

Software Engineer Intern TD Bank, Toronto, ON <ul style="list-style-type: none">Developed business dashboards for the VP using JavaScript and Rest API of Jira and Confluence, enabling efficient data visualization and decision-makingAssisted the team in training and implementing Agile methodologies, fostering an efficient work environment	May-Aug 2023
Audit Intern Ernst & Young, Shanghai, China <ul style="list-style-type: none">Supported two audit teams to complete audit reports and financial statements by the end of the accounting yearAnalyzed balance sheets for two companies using Excel to determine their financial health	Jan-Feb 2021

APPLIED PROJECTS

Game Developer, Designer and Artist Mouse in the House 2D Mystery Game <ul style="list-style-type: none">Utilized Unity to integrate all project elements, including scenes, animations, audio, and visual assetsCreated pixel art using Aseprite to visually enhance the game's characters, environments, and interactive objectsWrote clean and efficient C# code to implement game logic and functionalityDesigned captivating gameplay mechanics and puzzles for the game	May 2023-Present
Game Artist Hack the Hill 2023 Game Jam Challenge, University of Ottawa <ul style="list-style-type: none">Created all visual art assets, including character designs and backgrounds, for a visual novel game Natural CallUtilized digital art software Clip Studio Paints to bring the vision of the game to life	Mar 2023
Project Developer SheHacks+7 2023 Hackathon, Western University <ul style="list-style-type: none">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 secondsUsed front-end technologies like HTML, CSS, JavaScript and back-end technologies like Python and Flask	Jan 2023
Game Developer Galaxy Shooter 2D Game Project <ul style="list-style-type: none">Built a galaxy shooter 2D game with full functionalities, UI, effects and audio using Unity and C#	Dec 2022-Jan 2023
Project Member Discover Technata Hacks, Ottawa, ON <ul style="list-style-type: none">Participated in the hackathon aiming at using 5G and IoT in renewable energyBuilt functional prototypes for an app to monitor and control the home solar system kit on mobile devicesConducted a presentation on the application of 5G technology in renewable energy	Sep-Oct 2022