Jiayu Hu

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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%)
- 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

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   **May-Aug 2023**
- Developed business dashboards for the VP using JavaScript and 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

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

APPLIED PROJECTS

Game Designer and Developer | 2D RPG Mystery Game   **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 Natural Call
- Utilized digital art software Clip Studio Paints to bring the vision of the game to life

Project Developer | 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

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#

Project Member | Discover Technata Hacks, Ottawa, ON   **Sep-Oct 2022**
- Participated in the hackathon 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