**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%)

**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
* Technical tools: Unity, Node.js, React.js, Flask, SQL, MongoDB, Git, Jira, Confluence

**WORK EXPERIENCE**

**Software Engineer Intern | TD Bank, Toronto, ON May-Aug 2023**

* Designed and developed business dashboards for the VP using JavaScript and Rest API of Jira and Confluence, enabling efficient data visualization and decision-making
* Trained and implemented 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 companies by the end of the accounting year
* Analyzed balance sheets for two 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, 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 quest system, dialogue system, save/load system, etc.
* 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