1.RPI (DDL: 1/15)

1)Please briefly elaborate on one of your extracurricular activities or work experiences.\* (300 words)

My internship at an education & tech company in Shanghai has been an incubator for my ideas to expand and develop. As a software engineer intern, I get to design an Augmented Reality app and go on business trips to teach kids how to code. Unlike conventional education apps, the Augmented Reality app I designed could generate a car model live in the real world through the iPad's camera. Kids can touch the car model like they were touching a real car, and there will be relevant text, sound, and pictures once the kids touch the corresponding parts of the car.

I had seen how the education concept of "Learn, Master, Hack" proposed by my boss has been demonstrated on these kids when they were playing, understanding, and trying to control the car. I was happy that this app I made could educate all these kids and raise their interest in computer science.

During my internship, I often get chances to work on fun and inspirational projects. In addition to the influences these projects could bring to the community and industry related knowledge such as Redux or Design Patterns, I also get to gain experience from the senior engineers supervising my work, which I could never learn from the school curriculum. I enjoy developing the projects assigned by my company, and it makes me feel alive.

2)Why are you interested in Rensselaer Polytechnic Institute?\* （250 words）Inspired by my childhood experience playing Pokémon, I’ve always been attracted to computer science. Growing up, I concern more about the problems around the society I reside in and feel excited to use computer science to solve real-life problems. Shocked by China’s lack of sex-education, I made a sex-education game with my friends; Noticing that people were forgetting old industrial culture in Shanghai, I

created a Virtual Reality art exhibition with my friends to showcase the industrial sites and remind people about the city’s legacy. The VR exhibition and the game have evoked phenomenal social discussion, which made me aware about the importance of humanity in the tech world.

While at RPI, I hope to explore courses that combine humanity and computer science. The course *“Interactive Visualization”* discusses how to concretize abstract concepts through computing resources, which I’ll need if I want to impact the world’s education system on improving its teaching media.

Also, I want to work on creative projects such as creating an Augmented Reality sign language teaching course under the Experimental Media and Performing Arts Center to make learning sigh languages easier in which more people can communicate with the deaf people. Computer science is a powerful tool that can be used for good or bad. Studying CS at RPI will allow me to use as a force for good to change the world.