

YUHE NIE

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📍Southern University of Science and Technology, Nanshan District, Shenzhen, Guangdong province, China

EDUCATION

Southern University of Science and Technology <ul style="list-style-type: none">· Bachelor of Computer Science and Engineering· GPA: 3.80 / 4.00	ShenZhen, China <i>Sep 2019 - Jun 2023</i>
Nanyang Technological University <ul style="list-style-type: none">· School of Computer Science and Engineering (GEM-Trailblazer Exchange Program)· GPA: 4.83 / 5.00	Singapore <i>Aug 2022 - Dec 2022</i>
Duke Kunshan University <ul style="list-style-type: none">· HCIX Summer Research	JiangSu, China (Remote) <i>May 2022 - Dec 2022</i>
National University of Singapore <ul style="list-style-type: none">· NUS SOC Summer Workshop AI & Media Cluster· Performance: A+	Singapore (Remote) <i>May 2021 - Jul 2021</i>

PORTFOLIO

For more projects and relative experiences, please refer to 🐙nyh-dolphin.itch.io	
Digital Dunhuang - Mount. Wutai <ul style="list-style-type: none">· VR cultural heritage reconstruction	<i>May 2022 - Oct 2022</i>
Dancing Line - Bard's Adventure <ul style="list-style-type: none">· Dancing-line-liked one-button rhythm game	<i>Aug 2022 - Sep 2022</i>
AR Museum Guide <ul style="list-style-type: none">· AR application based on Hololens2	<i>Sep 2021 - Jun 2022</i>
Jungle Shooter <ul style="list-style-type: none">· MR bow game based on Rhino-X	<i>Mar 2022 - Jul 2022</i>
Global Covid19 Statistic Platform <ul style="list-style-type: none">· A software platform which can display covid19 data	<i>Nov 2021 - Dec 2022</i>
SUSTech Pokémon <ul style="list-style-type: none">· Pokémon cultivation game	<i>Oct 2021 - Nov 2021</i>
Floating Down the Life <ul style="list-style-type: none">· Interactive fiction game	<i>May 2021 - July 2021</i>

HONOR & AWARD

Completion & Recommendation at the GWB Game Jam 2022	<i>Jan 2022</i>
Rank 40 (top 5%) at the 4th Tencent Geek Competition - Artificial Intelligence on Tetris	<i>Aug 2021</i>
Honorable mention (top 30%) at the Interdisciplinary Contest In Modeling	<i>Feb 2021</i>
Fifth place (group work 5 / 50) at the 3rd NVIDIA Sky Hackathon	<i>Dec 2020</i>
First Prize (top 5%) at the MathorCup University Mathematical Modeling Challenge	<i>Apr 2020</i>
Second Place (top 15%) at Annual Outstanding Student Scholarship, SUSTech	<i>Sep 2021</i>
Second Place (top 15%) at Annual Outstanding Student Scholarship, SUSTech	<i>Sep 2020</i>
Third Place (top 30%) at Scholarships for Incoming Freshmen, SUSTech	<i>Sep 2019</i>

RESEARCH & PUBLICATION

Extend Wave Function Collapse to Large-Scale Content Generation Procedural Content Generation, Algorithm Optimization, Game Intelligence <ul style="list-style-type: none">· This paper is accepted by IEEE CoG 2023· Role: Researcher· Tag: Unity, PCG, Game Intelligence	<i>Feb 2023</i>
Pilgrimage to Pureland: Art, Perception and the Wutai Mural VR Reconstruction A Virtual Reality culture heritage digitization and narrative exploration based on Oculus which transfers the mural of	<i>Feb 2023</i>

Mount Wutai in Dun Huang No. 61 Cave into VR.

- Our paper is temporarily accepted by **IJHCI 2023**
- arXiv:**2304.07511**
- Role: Main Developer, Experimenter, Thesis Writer
- Tag: Unity, VR, HCI, Cultural Heritage, Narration, Immersion

Remote Research Assistant in Duke Kunshan

Aug 2022

- Offer assistance to Unity development, network problems, and distribution of neural network model

Methods, devices, servers and storage for obtaining the close contact's information

May 2021

- Application Number: 202110077477.X (Substantial Review)
- Public number: CN112866991A

INTERNSHIP

NetEase Information Technology Co., LTD

Guangzhou, China

Game Application Developer

Feb 2022 - May 2022

- Maintained and deployed two MR FPS games and deployed them into offline physical stores
- Solved bugs and network performance in MR FPS games, such as UI display and port configuration problems
- Reconstructed and developed the demo and gameplay of one of the new MR Archer Game
- Participated in interns recruitment as resume process and interviewer, recommended 10 candidates, interviewed six people and successfully recommended one candidate to our group

Tencent IEG - Marketing & User Research with 99 CONSULTING

Shenzhen, China

I-MUR Future Signal Station User Study Researcher

Apr 2020 - Nov 2020

- Did research on cutting-edge games and entertainment trends and reporting, wrote more than 100,000 word reports
- Analyzed competitive games, played internal beta games and gave feedback, participated in an internal test of the game and disassembled competing games on multiple occasions
- Provided feedback to the production team, did research for data analysis of game and entertainment trends

Binglun Overseas Business Division

Shenzhen, China

Android Program Developer

Jun 2020 - Nov 2020

- Developed an application that staff can identify the information of the material box by scanning the code, and quickly complete the assembly process

LEADERSHIP & VOLUNTEER EXPERIENCE

Department of Computer Science, Shude College, Grade 2019

2021-2023

Monitor

- Coordinated class meetings, arranged fun sports and collected class materials

Publicity Centre of Shude College

2020-2021

Director of Design Department

- Designed the poster, logo, mascot of Shude college and offered design training for department members

Class 1918, Shude College

2019-2023

Commissary in Charge of Publicity

- Responsible for publicity, including taking photo, writing articles and design poster for each class meeting

ADDITIONAL INFORMATION

Languages:	Mandarin (Native), English(Advanced), Japanese (Intermediate)
Programming:	Java, C#, C++, Python, Markdown, SQL, Html, CSS
Dev-ops:	Spring Boot, Django, Pytorch, Linux, Git, L ^A T _E X, Zotero, Jetbrain Tools, Anaconda, Visual Studio
Interests:	Game Development (Unity3D), VR, AR, MR, HCI, Computer Graphic
Hobbies:	Painting, Animation, Game