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   ShenZhen, China
· Bachelor of Computer Science and Engineering   *Sep 2019 - Jun 2023*
· GPA: **3.80** / 4.00
Nanyang Technological University   Singapore
· School of Computer Science and Engineering (GEM-Trailblazer Exchange Program)   *Aug 2022 - Dec 2022*
· GPA: **4.88** / 5.00
Duke Kunshan University   JiangSu, China (Remote)
· HCIX Summer Research   *May 2022 - Dec 2022*
National University of Singapore   Singapore (Remote)
· NUS SOC Summer Workshop AI & Media Cluster   *May 2021 - Jul 2021*
· Performance: A+

PORTFOLIO

For more projects and relative experiences, please refer to ⚲nyh-dolphin.itch.io
Digital Dunhuang - Mount. Wutai   *May 2022 - Oct 2022*
· VR cultural heritage reconstruction
Dancing Line - Bard's Adventure   *Aug 2022 - Sep 2022*
· Dancing-line-liked one-button rhythm game
AR Museum Guide   *Sep 2021 - Jun 2022*
· AR application based on Hololens2
Jungle Shooter   *Mar 2022 - Jul 2022*
· MR bow game based on Rhino-X
Global Covid19 Statistic Platform   *Nov 2021 - Dec 2022*
· A software platform which can display covid19 data
SUSTech Pokémon   *Oct 2021 - Nov 2021*
· Pokémon cultivation game
Floating Down the Life   *May 2021 - July 2021*
· Interactive fiction game

HONOR & AWARD

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

RESEARCH & PUBLICATION

Pilgrimage to Pureland: Art, Perception and the Wutai Mural VR Reconstruction   *On-Going*
A Virtual Reality culture heritage digitization and narrative exploration based on Oculus which transfers the mural of Mount Wutai in Dun Huang No. 61 Cave into VR.
· Our technological demo is accepted to the **18th National Conference on Human-Computer Interaction**
· 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 (TOEFL 97), Japanese (Beginner level)
Programming:	Java, C#, C++, Python, Markdown, SQL, Html, CSS
Dev-ops:	Spring Boot, Django, Pytorch, Linux, Git, LaTeX, Zotero, Jetbrain Tools, Anaconda, Visual Studio
Interests:	Game Development (Unity3D), VR, AR, MR, HCI, Computer Graphic
Hobbies:	Painting, Animation, Game