**Lingjun Liao**

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**Echo Flee ——VR Interactive Game**  //这里之后加一个网页地址 Aug. 2021 - May 2022

* **Introduction**: My Graduation Project. VR Interactive storytelling game, equipment for HTC VIVE Pro.
* **Responsibilities**: All works from designing, modeling to developing
* **Technology:**
* Using maya modeling to create the Main interactive Scene, City Night Scene, and unity shaders to realize the effect of water waves and other effects.
* Using Unity particles to create different sound effects.
* Using VRTK(HTC SDK) and Unity to develop the all game logic or events trigger.
* **Achievements**:

1. Participated in "**Meta Awakening**" 2022 graduation design exhibition
2. Received the 2022 excellent graduation project
3. Participate in the Intercollegiate Exhibition of Excellent Works of Communication University of China 2022
4. Won the first prize in 2022 Beijing Digital Media Competition

**Representative Projects**

**Front-End 3D Engineer, Alibaba Taobao 07/2022-present**

* developed 3D virtual Avatar. Developed Dynamic Bone Unity/Maya Tools and Pipeline Website Platform
* developed interactive websites. Ant Forest Lite app
* Product Manager in D2 interactive game project

**Intern , Alibaba 06/2021-09/2021**

* Gained fundamental knowledge about WebGL, 3D interactive game development, development of art Pipeline material editor, and Shader material editor
* Built web pages using React/TypeScript

-Built web pages using React, implemented a material editor, and developed engines with the 3D WebGL to edit dynamic materials, including Diffuse and Metallic parameters

**Work Experience**

**University of California, Irvine 07/02/2022-26/02/2022**

**Programme**: Experience University Research (EUR) Introduction to Machine Learning & AI Programme

* Studied graduate-level EUR courses during remote class sessions
* Studied cutting-edge information in the AI industry and participated in a series of online workshops and projects
* Won the lab project design final project(1/14groups).
* Paper presented at 2022 IEEE 4th International Conference on Power, Intelligent Computing and Systems (ICPICS)

**School Experience**

**Nanyang Technological University 15/01/2022-19/02/2022**

**Programme**: Artificial Intelligence Internship Programme in NTU Business AI Lab

**Internship**

**Short Academic Programmes**

Major Courses： HCI Technology and Applications, Information Visualization Design, User Experience and Interaction Design,

Website programming fundamentals, Unity3D development, C/C# language programming，Data Structures and Algorithms

**Communication University of China**

**­****–– Digital Media Art**

Bachelor of Arts in *Digital Media Art* Average score: **86** Sep.2018 – Jun.2022

**–– Network and New Media**

Double/Minor degree Average score: **86** Apr.2019 – Sep.2021

**Education**

* Figma, Sketch, PR, PS, AI, Python
* Unity3D Engine, Arduino
* 2D/3D Web development

**Skills**

**Member, Winter Snow Mountain Simulation Camp 12/2020**

* Participated in a 40-day physical training session and passed the outdoor knotting test, ice climbing test, first aid test, and snow climbing skills test
* Responsible for food supplies, keeping climbing equipment, trip planning, and daily training

**Coach, Solar Energy Teenager Training Camp 10/2021**

* Instructed youngsters on outdoor and wilderness skills and guided them in hiking and camping activities

**Instructor, Alibaba Computer Terminal Project 10/2022**

* Introduced fundamental coding knowledge related to 2D technical graphics in front-end development

**Data Analyst & Programmer**

**National Key Laboratory of Media Convergence and Communication (Prof. Fulian Yin's Lab)** **03/2019 - 06/2021**

* Presented analysis reports on Chinese media regularly, collaborated with the School of News to create news reports combining visual data and contents
* Wrote programmes in Python to collect large amounts of news, film, fiction, and other media data, analysed and processed the data , focusing on audience attributes, gender ratio, hot word cloud data, etc. (Data analysis and visualization using Python, D3.js or Tableau, etc.)
* Assisting graduate students in writing small models, learning research methods, and producing regular paper interpretation reports
* Developed Data Analysis and Mining Team website [「Page Address」](https://laboratory-web.github.io/LabWeb/)

**Activities**

**Tap your tap--Music visualization space** [**「Interaction website**」](https://ryleeing.github.io/Tap_your_tap-in_video_version/) Jan. 2021 - Feb. 2021

* **Introduction**: Creating music in web space, transforming music into web animation visualization, downloadable to generate video.
* **Responsibilities**: Team leader, responsible for PRD, prototype and all graphic design, develop animations using snap.js (its two), build download service using Web Device APIs.
* **Technologies**: Build web pages with native HTML/CSS/JavaScript, Build animations using Snap.js, Implement downloadable videos based on getDisplayMedia and MediaRecorder solutions
* **Development background**: Time limited project, only **5 days** of end-of-course time are provided
* **Achievements:**

1. Get the excellent project of Ali front-end training program, shortlisted for the preliminary round
2. Get the second place in the final round of Alibaba front-end trainee program (total group 60, total members of 300)

**Vision——New Media Interactive Art Installation** [**「****Video Presentation」**](https://www.bilibili.com/video/BV1v64y1X7JH)  Mar. 2021 - Jun. 2021

* **Introduction**: New media interactive art installation
* **Responsibilities**: Interactive device design and technical implementation (Soldering of circuit boards, building motor device driver, Arduino programming, unity programming)
* **Technology**:
  + use Kinect to identify the position of the human body, connect Kinect with Unity, the position of the human body model appears in real time
  + Unity set 13 observation points, real time to the human body model, take out the value of the observation points to pass into Arduino, and Arduino drive motor (using a 16-way PWM servo driver board (PCA 9685) plus the servo to keep the rotationY direction of the servo consistent.
* **Achievements**:

1. Selected for the exhibition "**Online - Connecting the World and Emotion**" at the China Advertising Museum
2. Selected for exhibition of new media art "Unlock Beginning Place" organized by Beijing Chaoyang Joy City



**Lets Wave**

* Processing graphics language to visualize and generate dynamic effects for the player, generate rotating transparent water waves with the left and right channels, the water waves float out small balls with the record rotation [「Video Presentation」](https://www.bilibili.com/video/BV1AZ4y1P7Ds/)

**"Meal " intelligent meal management refrigerator system**

* responsible for UI/UX design, competitor analysis and user portrait arrangement, figma interaction prototype display [「Video Presentation」](https://www.bilibili.com/video/BV1NU4y1H7Uk/)

**Knowledge Map Visualization of Chinese Entertainers** Mar 2019 - Mar 2020

* **Introduction**: A university lab project to visualize big data on Chinese artists' relationships, organize Chinese artists, constitute a relationship map, and present it in the form of a knowledge graph.
* **Responsibilities**: responsible for data visualization, dynamic web page implementation, JS interaction implementation.
* data dashboard design, use SQL to store data, build back-end, provide required data for front-end, design product features, responsible for PRD and prototype diagram
* **Technologies**: JavaScript+HTML+CSS, D3.js, Echarts.js, SQL, PHP
* **Results:**
  1. Product using crawlers to get artist data, using algorithms for relationship extraction
  2. Front-end pages include data dashboard, artist relationship mapping, artist detail page functions
  3. SQL Server can be used to store the data, and the artist details interface is linked to SQL using PHP
  4. **Selected as Municipal Project of Student Innovation and Entrepreneurship Training Program**

**The 2022nd School of Graduation Ceremony ——VR Meta Space** May 1, 2022 - June 26, 2021

* **Introduction**: 2022 Due to the COVID, the graduation ceremony for graduates was held online in University Graduation Ceremony VR Space
* **Responsibilities**: VR chat technology development, responsible for scene 1 (entrance piano) and scene 5 (moon) development and design.
* **Technology**: Develop and publish the space in Unity using VR chat SDK, participate in gameplay design, user experience design

**D2 Terminal Conference 3D Interactive Project** Aug. 2022 - Nov. 2022

* **Introduction**:  [D2 Terminal Technology Conference](https://d2.alibabatech.com/) is hosted by Alibaba Terminal Technology Committee. D2 Interactive Space is a 3D website for users.
* **Responsibilities**: Team leader, UX design, scene design, 3D front-end development
* **Technologies**: Figma, Typescirpt+Hilo3D.js
* **Results**:

1. The product benefits are improving well, the number of participants 7000+.
2. The highest PV last year was 2500+, this year's PV is 7000+ (the specific value will not be omitted), the length of user stay increased by 25%, and click rate increased by 10 times

* The event is now over. Scan code can still enter the page by Taobao APP, but part of the back-end interface has been abandoned.

**Projects**

**Hobbies**

* Hiking, Mountain Climbing, Ice Climbing, Photography, Guitar, Piano
* My Hobby Achievement: My piano video in NetEase Music total play count 90,000+ ([Link](https://st.music.163.com/mlog/mlog.html?id=a1YBo5Ammd316TZ&type=2&userid=292367093&songId=115162&startTime=0))，member of the 2020 Winter Snow Mountain Simulation Training Camp