

Shenqi Ye

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EDUCATION:

University of Southern California Sep.2020-Now

Master of Science in Engineering in Computer Graphics and Game Technology

Coursework Foundations of Artificial Intelligence, 3-D Graphics and Rendering

University of California, Riverside Mar.2019-Jun.2019

Credit Program in Computer Science

Coursework Intro to Image Manipulation, Project in Computer Science

Hangzhou Dianzi University Sep.2016-Jun.2020

Bachelor of Digital Media Technology(GPA: 86.33)

Coursework Operating System, Networks, Database System, Data Structure, Computer Graphics, Interactive Animation, Webpage Front-end Technology, Interactive Typesetting, 3D Animation Design, Game Programming, Programming for Mobile Terminal

ENGLISH PROFICIENCY:

IELTS 7.0=8.0+8.0+6.0+6.5, July.2019

GRE 325=155+170+3.0, Oct.2019

RESEARCH INTERESTS:

Digital Media, Interactive Design, Game Programming, Animation, User Experience, Graphics

WORKING EXPERIENCE:

Meituan(Beijing) Jun.2020-Jun.2021

Front-end Developer in Youxuan Department(full-time)

- Maintained and developed exhibition pages of a WeChat mini program related to community group buying with **JavaScript**, **TypeScript**, **WXML** and **WXSS**.
- Shortened FCP/FMP time in landing page to increase new users' retention rate by rebuilding data request method, optimizing scrolling interaction of long list, and applying pre-load.
- Implemented pre-rendering of some critical data when jumping from sku list page to sku detail page for speeding up page initialization and making user experience better.
- Aggregated and unified some similar modules left over from history and abstracted them into public components for subsequent expansion and maintenance.

COURSE/RESEARCH PROJECTS:

Zhongfu Confidential Education Online Learning Platform

- Planned and designed two scenarios of the checkpoint mode. Combined with the content of confidential education program to design the assessment method.
- Designed all the two-dimensional pictures needed for the interface by **Adobe Photoshop**, and its display mode and various animation effects when interacting with users.
- Wrote a static page by **JavaScript**, **HTML5** and **CSS3** on **Adobe Dreamweaver** to realize the user interaction function, showing the interface layout of the online platform.

Android Electronic Bookkeeping App LITTLEBILL

- Implemented all the GUI design with **Adobe Illustrator**.
- Developed all the logical functions, including user login, registration, bookkeeping, billing history, income-expenditure analysis via **Java** and **XML** on **Android Studio** with the help of third-party libraries.

2D Game GOLDEN MINER

- Re-engraved the first level of the classic flash puzzle game with the same name.
- Made the icons of GUI by **Adobe Photoshop**. Wrote game logic by **C++** on **Visual Studio**,

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like material loading, collision detection, scoring system and click event.

2D Game *DOG QUEST*

- Contributed to all the art materials under the help of **Adobe Illustrator** and **Adobe Photoshop**.
- Implemented the scoring system, UI design and sound effects with **Unity 3D**.

E-book *THE LITTLE PRINCE*

- Collected pictures, reformed the words of the little prince story, implemented interactive function by **Adobe InDesign**.

TECHNICAL SKILLS:

Coding (*proficient*): JavaScript, HTML, CSS, WeChat Mini Program (*familiar*): C, C++, Java, Git, Unity 3D

Design (*proficient*): Adobe Photoshop (*familiar*): Adobe Illustrator, Adobe InDesign, Adobe Animate

HONORS AND AWARDS:

- Outstanding Graduate of 2020, HDU
- Provincial Government Scholarship for 2018-2019&2017-2018 academic year, Ministry of Education
- The 1st-class Scholarship for spring 2018 & fall 2017, HDU
- The 2nd-class Scholarship for fall 2018 & spring 2017, HDU
- Excellent Cadre for 2017-2018&2016-2017, HDU
- Excellent League Member for 2017-2018&2016-2017, HDU