GAO RUOTONG

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EDUCATION

B.E. in Computer Science and Engineering

SHANGHAI JIAO TONG UNIVERSITY

SEPT 2017 to PRESENT

Overall GPA: 3.56/4.3, Third Year GPA: 3.77/4.3

Minor: Industrial Design, GPA: 4.00/4.3

Relevant Coursework: Computer-Aided Design, Product Design, Ergonomics, Artificial Intelligence, Digital Graphics Processing, Data Structure

- COURSERA

  Introduction to User Experience Principles and Processes, Score: 97%/100%

- STANDARDIZED TESTS

  GRE: Verbal - 156 (72 %) Quantitative - 170 (96 %) Analytical Writing - 4.0

  TOEFL: Total 105 (Reading 30, Listening 27, Speaking 22, Writing 26)

LEADERSHIP & ACTIVITIES

Deputy Director | SJTU

ART CENTER IN STUDENT UNION

MAR 2018 to JUNE 2019

- Developed H5 interactive pages on Wechat which mobilized thousands of students
- Organized original activities and coordinated discussions on the Oasis Music Festival

Project Leader: China Undergraduate Mathematical Contest in Modeling - 2nd prize (15%)

DEC 2018

- Organized team meetings to coordinate programming, writing and modeling process
- Responsible for integrating the general progress of the project

SKILL SET

⊞ C/C++	⊞ Python	‖‖ C#
⊞ Photoshop	‖‖‖ Rhino	‖‖‖ Keyshot
‖‖‖ Java	‖‖ Matlab	‖‖ Unity
⊞ Adobe XD	‖‖ InDesign	

PROJECT EXPERIENCES

Project Leader: Gender & Career Board Game Design | SJTU

SEPT 2019 to DEC 2019

- Proposed the concept of sex education board game concerning gender equality in career choice for K-12 students
- Researched & Applied S.E.T. analysis to sex education product design
- Led a team with four members and designed the mid-fi model, business value model, and competitive product analysis

Research Assistant: Ergonomic Comfort Research of Elevator Button | SJTU

MAY 2020 to PRESENT

- Conducted face-to-face interviews with visually impaired people on elevator button prototypes
- Conducted an eye-tracking experiment to examine the duration of response
- Designed elevator switch buttons and filed 3 patents cooperating with Fujitec Elevator Company

Project Leader: Study Hall Reservation System Design on Campus | SJTU

SEPT 2019 to DEC 2019

- Applied Needfinding Methodology to draw an empathy map, raised insights and analysis for mini-program designing
- Accomplished mid-fi product modeling on Figma

Project Leader: Wi-Fi-Based Arduino Pinball Machine Design | SJTU

SEPT 2019 to DEC 2019

- Debugged Wi-Fi communication among client, server and Arduino development board, completed front-end programming
- Perfected UI & interactive content to improve player experience

Leader: Recommendation Diversity Research on Insurance Products | SJTU

APR 2020 to PRESENT

- Proposed a new diversity metric based on the dataset of insurance companies，expanded the definition of diversity to meet the needs of the insurance industry
- Built an e-commerce personalized recommendation system using GNN & CNN

WORKING EXPERIENCES

Summer Intern: Game Designer

ELECTRONIC ARTS - CHINA STUDIO

JULY 2020 to AUG 2020

- Conducted a game design case restoration on *My Time at Portia*
- Assisted in FMC Live Content design cooperating with various departments
- Responsible for system modification and numerical calculation & simulation