

# Dai, Gujie

*Digital Media Practitioner, Researcher, and Writer*

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## EXPERTISE

My interests lie in web art, digital environments, multisensory experience, user research, the philosophical implications of emerging technologies, and shifting definitions of 'the Human' within the digital milieu.

I have a background in engineering and fine arts and I am doing a Digital Media degree at RMIT University. My multi-disciplinary background informs my technically and theoretically adept performances, web-based conceptual interventions, and audio-visual works.

## EDUCATION

2020 - 2022 (expected)

**RMIT University**, Melbourne, Australia

*Bachelor of Design (Digital Media)*

2015 - 2019

**Qilu University of Technology**, Jinan, China

*Bachelor of Engineering (Packaging)*

## SKILLS

### Programing Language & Framework

JavaScript	HTML&CSS, React, jQuery, p5.js, three.js, tone.js
Java	Processing
C#	Unity3D
Python	Numpy
Pure Data & Max/MSP	N/A

### Software

Moving Images	Premiere Pro, After Effects, Blender
Graphic Design & UX	Adobe Creative Suite, Figma
Virtual Environment	Unity3D, Unreal Engine, Blender, AutoCAD, Maya, 3ds Max, ArtiosCAD, Rhino3D, KeyShot
Sound Design & Music Production	Reaper, Ableton, Audacity
Document Processing	Microsoft Office Suite

### Traditional Media

Photography, Drawing (landscape, architecture, figure), Painting (oil, watercolor), ceramic, Chinese calligraphy, Printing

## COURSE WORK

### **RMIT University** (with full HD in the recent semester)

Media Cultures 1	Digital Media Studio 1 (Production)
Digital Video	Digital Media Studio 2 (Collaboration)
Emerging Digital Cultures 1	DMS 3 (Everyday Machines)
Sound Design for Digital Media	UX
Interactive Media 1	Digital Music Production
Digital Narrative	DMS 4 (Interactive Embodiment in the Browser)

### **Qilu University of Technology** (selected)

Advanced Mathematics 2	College Physics 2
Linear Algebra 2	Color Science and Technology
Physical Chemistry 2	Engineering Mechanics
Organic Chemistry 2	Experiment of Analytical Chemistry
Packaging Applied Mechanics	High Polymer Chemistry and Physics
Scientific & Technological Philosophy	Mechanical Design Basis

## PROJECTS

October 2021

**Folio Link** <https://itisj.github.io/thisisj/>

**Zoom with Yourself** <https://itisj.github.io/drawYourself/>

**EP, The Middle Way** <https://thisisj.bandcamp.com/releases>

August 2021

**Second Person** <https://itisj.github.io/VirtualMe/>

May 2021

**Digital Void** – live performance & writing, philosophy inquiry into digital images. <https://itisj.github.io/digitalvoid/>

April 2021

**Dear Phil** – digital memory of a sad story, about who is not with us anymore. <https://itisj.github.io/dearphil/>

**Fashion Show** – an homage to Charlotte Cory's photography *You Animal, You*. <https://itisj.github.io/fashionshow/>

December 2020

**Sketch.js** – simple digital sketches made with p5.js  
<https://itisj.github.io/jsdaily/>

October 2020

**No escape! Won't Escape?** – virtual environment reflects on social media as infrastructure. <https://itisj.github.io/escape/>