

Dai, Gujie

Digital Media Designer, 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. My multi-disciplinary background informs my technically and theoretically adept performances, web-based conceptual interventions, and audio-visual works. I'm also a team player and a quick learner, with an open mind both for new people and things.

EDUCATION

2020 - 2022

RMIT University, Melbourne, Australia

Bachelor of Design (Digital Media)

2015 - 2019

Qilu University of Technology, Jinan, China

Bachelor of Engineering (Packaging)

WORK EXPERIENCE

Web Developer & Multimedia Artist (2022)

@Playablestreets (Northcote, Melbourne)

[Playable Streets](#) engage and re-connect communities through collaborative art in public spaces, at home, and online. I'm a team player in the [Kidstruments](#) project, and responsible for developing its website and refining the design. This position demonstrates my multimedia professional skills and allows me to work creatively and collaboratively with the team.

Videographer & Post-production (2021)

@DG Media (St Kilda, Melbourne)

Work within passionate and creative teams, and create video content for platforms such as TikTok to help clients to promote their brand and grow their business. Proud to be a team player and help local businesses to grow.

Sous Chef (2021-2022)

@EJ's Café (RMIT, Melbourne)

Responsible for the breakfast section, working in a fast-paced environment, being able to deal with various situations and customers and work under strong pressure, and coming out with strong time management and communication skills.

Packaging Testing Experiments Recorder Intern (2019)

@National Inspection and Testing Center for Packaging Product (Jinan City)

Work as a laboratory assistant, responsible for recording packages' testing results. The task requires caring eyes for details and good documentation management skills.

SKILLS

Programing Language & Framework

JavaScript	HTML&CSS, 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

PROJECTS

	Folio Link https://itisj.github.io/thisisj/
October 2021	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 <i>You Animal, You</i> . 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/