

Gujie Dai

Digital Media Practitioner

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EXPERTISE

My interests lie in web development, digital environments, 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 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- **RMIT University**, Melbourne, Australia

Bachelor of Design (Digital Media)

Expected graduation date 2022

2015-2019 **Qilu University of Technology**, Jinan, China

Bachelor of Engineering (Packaging)

SKILLS

Programing Language & Framework

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

Software

Media Processing	Adobe Creative Suite
Virtual Environment	Unity3D, Blender, Unreal Engine, AutoCAD
	Maya, ArtiosCAD, Rhino3D, KeyShot
Audio Processing	Reaper, Ableton
Document Processing	Microsoft Office

Traditional Media

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

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	Digital Media Studio 3 (Everyday Machines)
Sound Design for Digital Media	Digital Media Specialization 1 (UX)
Interactive Media 1	Digital Music Production
Digital Narrative	DMS 3 (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

	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/ Photography collections https://itisj.github.io/photography/ Silly Drum – interactive installation made with PD & Arduino, https://itisj.github.io/sillysynth/
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/