

Dai, Gujie

Digital Media Designer 18gujie@gmail.com [Website](#)

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 digital media. 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

2022

RMIT University, Melbourne, Australia

Bachelor of Design (Digital Media) [testamur](#)

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.

Cook (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. This showcases that I have 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
Sound Design & Music Production	Reaper, Ableton, Audacity
Document Processing	Microsoft Office Suite

Traditional Media

Photography, Drawing (landscape, architecture, figure), Ceramic

PROJECTS

October 2022	<u>Kidstruments</u> – participated
October 2021	<u>Zoom with Yourselfs</u> <u>EP, The Middle Way</u> <u>Second Person</u>
August 2021	
May 2021	<u>Digital Void</u> – live performance & writing, philosophy inquiry into digital images.
April 2021	<u>Dear Phil</u> – digital memory of a sad story, about who is not with us anymore. <u>Fashion Show</u> – an homage to Charlotte Cory’s photography <i>You Animal, You</i> .
December 2020	<u>Sketch.js</u> – simple digital sketches made with p5.js
October 2020	<u>No escape! Won’t Escape?</u> – virtual environment reflects on social media as infrastructure.