

Dai, Gujie

Digital Media Designer

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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) with Distinction

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 member in the [Kidstruments](#) project, and responsible for developing its website using HTML5, CSS, and JavaScript. I participated in refining the visual design, sound design as well. This position demonstrates my multimedia professional skills and my abilities to work creatively and collaboratively with a team.

Videographer & Post-production (2021)

@DG Media (St Kilda, Melbourne)

The studio dedicated to help local businesses to promote their brands and grow their businesses online. My responsibilities are creating and editing video content for platforms such as TikTok. This role shows my abilities of creating moving images, self-learning skills, and having UX mindsets for the clients.

Kitchen Staff (2020-2022)

@EJ's Café (RMIT, Melbourne)

Responsible for the breakfast section, working in a fast-paced environment, that means I'm able to deal with various situations and customers and work under strong pressure. This role showcases my time management and communication skills.

Packaging Testing Experiments Recorder (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 *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/>