# 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 <a href="https://itisj.github.io/drawYourself/">https://itisj.github.io/drawYourself/</a>

EP The Middle Way <a href="https://thisisj.bandcamp.com/releases">https://thisisj.bandcamp.com/releases</a>

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 <a href="https://itisj.github.io/photography/">https://itisj.github.io/photography/</a>

Silly Drum - interactive installation made with PD & Arduino,

https://itisj.github.io/dearphil/

April 2021 Dear Phil – digital memory of a sad story, about who is not

with us anymore. <a href="https://itisj.github.io/dearphil/">https://itisj.github.io/dearphil/</a>

**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. <a href="https://itisj.github.io/escape/">https://itisj.github.io/escape/</a>