

# JIAQI ZHANG



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## EDUCATION

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**Beijing University of Posts and Telecommunications** Sep 2020 - present  
Bachelor of Engineering in Digital Media Technology Beijing  
GPA: 3.12/4.0  
Related Courses: Fundamentals of Machine Learning(89), AR/VR Application Development(85), Game Development(92), Basic 3D Animation Technology(86), Design of User Interface(87), etc.

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## INTERNSHIP EXPERIENCE

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**Future Laboratory, Tsinghua University** Apr 2022 - Oct 2022  
**Aging User Experience and Service System Design Research Center** Beijing  
*Intern*

- Wrote approximately 1,500 lines of Processing code to create a visual interface for controlling Arduino components.
- Authored a communication protocol document and usage instructions document, totaling 3,500 words in Chinese, and engaged in multiple discussions with the team.

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## RELATED EXPERIENCE

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**GuoSheng Hangke (Suzhou) Intelligent Technology Co., Ltd.** Oct 2023 - Dec 2023  
*Programmer(outsourcing)* Online

- Transferred data from a 3D scanning software to Unity and built the visual interface for an unattended system of circular coal stacker reclaimers as a member of an outsourcing team led by a school professor.

**Sketch World: Deep Learning-based Intelligent Creative Platform** Nov 2022 - Jul 2023  
*College Student Entrepreneurship team* Beijing

- Researched existing generative AI models, primarily fine-tuned and utilized a GAN model and a diffusion-based model.
- Achieved the third prize for innovation and entrepreneurship practice in the 2023 BUPT College Student Innovation and Entrepreneurship Practice Achievement Exhibition.
- Received the designation as a national-level innovation and entrepreneurship project.

**Tecent Game Planning Open Course** Jul 2022 - Oct 2022  
*Student* Online

- Served as the lead artist for the game development team in the concluding project.
- Designed and modeled all the characters and scenes, and also handled character rigging and animation production.

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## ADDITIONAL EXPERIENCE

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**2022 Beijing Winter Olympics and Paralympics** Feb 2022 - Mar 2022  
*Event Service Volunteer* Beijing

- Participated in volunteer activities during the opening ceremony and various Winter Olympics and Paralympics events, including welcoming, guiding, security checks, and assisting persons with disabilities.

**My Way Esports Club, BUPT** Oct 2021 - Jul 2022  
*Head of My Way Studio(Promotional Department)* Beijing

- Operated the social media accounts for the club, achieved a year-on-year user growth of 248.6% on our WeChat Official Account and a staggering 9358.3% on our Weibo account.
- Crafted the brand for the LOL Champions BUPT (LCB) tournament, designed its visual identity, live-streamed on video platforms, and daily updated highlights on social media.

## AWARDS

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<b>Beijing City Second Prize, Category D (Visual Effects)</b> <b>Beijing City Animation Design Competition</b> <i>Mountain Riding Illustration</i> Jiaqi Zhang, Zhiman Niu	Nov 2022
<b>National Third Prize, Category of Innovative Technology</b> <b>National College Students' IoT Technology and Application Competition</b> <i>Wearable Interactive Cat Ears Headband based on Arduino</i> Jiaqi Zhang, Zhiman Niu, Ziyi Wang, Xinyue Yin	Aug 2022
<b>The Gold Award</b> <b>Beijing City College Student Music Festival</b> <i>Concert Band of Beijing University of Posts and Telecommunications</i> Flutist	Dec 2021
<b>Beijing City Third Prize, Category of Visual Communication Design</b> <b>National College Digital Art&amp;Design Awards</b> <i>Tomorrow</i> Jiaqi Zhang, Xinyue Yin, Liting Wen	Aug 2021