

JIAQI ZHANG 张家琪

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EDUCATION

The Hong Kong Polytechnic University

Sep 2024 to Present

Master of Science in Innovative Multimedia Entertainment

Beijing University of Posts and Telecommunications

Sep 2020 to Jul 2024

Bachelor of Engineering in Digital Media Technology

PROJECT EXPERIENCE

I Bubble You Guess

Dec 2024 to Jan 2025

Global Game Jam 2025 Hong Kong Site

- **Shader Development (HLSL):** Developed Non-Photorealistic Rendering (NPR) Shaders using Unity URP, implementing Fresnel effects, thin-film interference, and dynamic jitter effect.
- **Full-cycle Technical Art Support:** Responsible for the entire development process, designing program architecture, and coordinating the needs of art and programming teams. The project won the "Most Unique Concept" award and was invited to showcase at the **Meta Power Player Culture Festival**. [Project Page](#)

INTERNSHIP EXPERIENCE

PolyU-Nvidia Joint Research Centre

Dec 2024 to Jan 2025

Unity MR Developer Intern

- **Unity Cross-platform Development:** Deeply involved in a doctoral research project, using Unity and Open XR to develop and optimize a mixed reality (MR) project deployed on Meta Quest 3. Identified and fixed 14 critical bugs, developed 3 core functional modules, integrated Hugging Face API and developed a Unity speech-to-text module to enhance MR application interaction experience.
- **Cross-platform Rendering Optimization:** Optimized Open XR framework based on URP (OpenGL ES) rendering pipeline, resolving high latency issues to ensure smooth MR experience. [Personal Page](#)

Future Laboratory, Tsinghua University

Apr 2022 to Oct 2022

Multimedia Development Intern

- **Graphical Interface and Arduino Development:** Deeply involved in a doctoral research project, responsible for using Processing (Java) to write the upper computer interface for controlling Arduino components. In-depth Participated in whole process from hardware to software.

PROFESSIONAL SKILLS

Technical Art: Proficient in HLSL and other Shader languages, familiar with graphics APIs and rendering pipeline processes, with a solid foundation in computer graphics.

Game Development: Proficient in C#, C++, Python, and other programming languages, skilled in using Unity, UE, and other game engines.

Art Tools: Familiar with 3D art production processes, proficient in Blender, Houdini, Substance Designer, and other art tools.

Language Proficiency: IELTS 7.0, fluent in English conversation.