

JINGJING TANG

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EDUCATION

Master of Data Science Jun 2023
University of Canberra, Australia
Courses: Data Analysis and Visualisation, Data Capture and Preparation, Business Intelligence, Programming for Data Science, Human-centered Interaction Design, Software Development

Bachelor of Science (Honours) in Information Technology Mar 2021
University of Technology Sydney, Australia

AWARDS

U-Can Hackathon Interprofessional Challenge Winner Feb 2022

- Created a VR prototype CONNECT for Canberra Hospital to solve the insufficient communication issue among all staff via Unity.
- Spearheaded the project from ideation to execution, conducted extensive interviews with hospital staff and taught the team to understand their needs and challenges.

Dean's Excellence Award (University of Canberra) Semester 1 2021

TECH SKILLS

Languages: Java, C#, Python, R, Swift
Web Technologies: PHP, JavaScript, JSP, JQuery, Ajax, HTML, CSS
Databases: MySQL, MongoDB, Firebase
Operating Systems: Linux, Windows
Tools: Unity, XCode, Github, Blender, Photoshop, Indesign, Microsoft Office suite

PROJECTS AND PUBLICATIONS

Journal Publication: M Wei, J Tang, H Tang, R Zhao, X Gai, R Lin, "Adoption of Convolutional Neural Network Algorithm Combined with Augmented Reality in Building Data Visualization and Intelligent Detection", Complexity, vol. 2021, Article ID 5161111, 2021.

Web Application: Co-founded woso-news.com, a dynamic news website powered by WordPress.

IOS Application: Programmed login and registration pages for Melody, an iOS application coded with Swift and XCode, integrated with Firebase.

VR Application: Conducted research on Virtual Reality Exposure Therapy during the honours degree, contributing to the development of a VR application using Unity.

UX Design: Led a 4 person group university project, FindMe. Designed and developed this AR mobile game aimed at facilitating children's learning about plants via Swift and XCode.

IT WORK EXPERIENCE (Contract)

Game Developer, Aoqihuike (Shenzhen) Computer Technology Co. Ltd, Remote, China 2021

- Designed and developed two 3D game scenes with complex storytelling and a game menu.
- Co-edited game advertisement with Corel VideoStudio for demonstration to stakeholders.
- Organised direct client interviews and meetings to ensure alignment with client expectations.

VOLUNTEER EXPERIENCE

Volunteer, 2023 Women's World Cup, Sydney, Australia Jun 2023 – August 2023

- Offered unparalleled support to millions of spectators, including the World Cup final.
- Demonstrated exceptional teamwork and communication skills in a diverse work environment, and contributed to the success of one of the most famous sporting events.