

# 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

- Conceptualized and developed a VR prototype for Canberra Hospital to solve the insufficient communication issue among all staff using Figma and Unity.
- Spearheaded the project from ideation to execution, engaging with hospital staff through extensive interviews and ensuring team alignment for successful prototype realisation.

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

## TECH SKILLS

Languages: Python, R, Java, C#, Swift  
Web Technologies: PHP, JavaScript, JSP, JQuery, Ajax, HTML, CSS  
Databases: MySQL, MongoDB, Firebase  
Operating Systems: Linux, Windows  
Tools: Unity, XCode, Git, Blender, Photoshop, Figma, 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.

Machine Learning: Achieving an average accuracy surpassing 95% on three models for vehicle number plate recognition. Implemented with Python, scikit-learn, and TensorFlow.

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 for public speaking, collaborating with psychological experts. Designed UI/UX using human-centered design, implemented VRET application with Unity and Blender for simulating immersed environments.

## IT WORK EXPERIENCE (Contract)

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

- Designed and developed two 3D game scenes with complex storytelling and a game menu.
- 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.