Ruoyu Jiang

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EDUCATION

University of Munich (LMU)

Munich, Germany

M.Sc. Media, Management and Digital Technologies

Oct 2017 - Oct 2020

Haaga-Helia University of Applied Sciences

Helsinki, Finland

B.B.A. Business Information Technology

Jan 2012 - Jun 2016

WORK EXPERIENCE

Integration Engineer

March 2021 – Present

ONEiO Cloud

Helsinki, Finland

- Deliver integration PoC, solutions, and consulting to clients and partners
- Support pre-sales and sales meetings with technical knowledge
- Publish official documentation

Product Management Intern

June 2019 – December 2019

SAP

Munich, Germany

- Communicate with product managers regarding product status, customer feedback and board strategy
- Construct quarterly product roadmap for all stakeholders

Research Assistant

January 2018 – March 2019

LMU MunichDesign and implement native mobile applications to track geo-location

• Design and implement APIs to collect block-chain's ICO (Initial Coin Offering) data

Software Developer and Integration Consultant

April 2014 – September 2017

Youredi

Helsinki, Finland

Munich, Germany

- Implement integration platform which has been included in Gartner's Magic Quadrant for many years
- Build integration solutions using the integration platform for two major international customers

University Projects

Master thesis | C#, Unity, SQL

 $March\ 2020-October\ 2020$

- Title: A study of emotions and emotion elicitation methods in virtual reality and real world
- Develop VR and desktop applications for the experiments
- Conduct user studies and data analysis

Technologies and applications for media | Symfony, Javascript, SQL, Docker

March 2018 – October 2018

- Design and develop a web application using modern technologies
- Incorporate Google Vision AI to analyze uploaded images

Data science for business | R, Python

October 2017 – March 2018

• Train and investigate the machine learning models to predict maintenance requirement for automotive parts

Publications

Radiah Rivu, Ruoyu Jiang, Ville Mäkelä, Mariam Hassib and Florian Alt(2021). *Emotion Elicitation*Techniques in Virtual Reality. In: Ardito C. et al. (eds) Human-Computer Interaction - INTERACT 2021.

INTERACT 2021. Lecture Notes in Computer Science, vol 12932. Springer, Cham.

https://doi.org/10.1007/978-3-030-85623-6_8

REWARDS

Study scholarship | €6,500

2018

• by Bayerisches Staatsministerium für Wissenschaft und Kunst

SKILLS

Programming: C#, Unity, PHP, Python, SQL, JavaScript/Node.js

Language: Native Chinese; Proficient English; Basic German; Basic Finnish.