

Yiru Yang
judithyang_apply@163.com | +86-1885-7741-216

Education

College of Computer Science & Technology, Zhejiang University (ZJU)
Bachelor of Engineering in Digital Media Technology GPA: 84/100

Hangzhou China
July 2021 (Expected)

Internship

Leader, Framework Design of General Augmented Reality Equipment based on Generative Design Sept. 2020-

- Drew three views according to real AR glasses picture with Figma, finished digital modeling with Fusion 360
- Performed multiple generative design iterations of basic structure extracted from existing model under generation conditions
- Conducted simulation testing of generated results filtered according to design requirements
- Tested actual structural stability and wearing comfort of the best result of 3D printing to further improve model structure of AR glasses.

Project

Team Leader, Interactive Design based on EMG & Rehabilitation Games Apr. 2019-Sept. 2020

- Selected the project theme (Electromyogram and Hemiplegia Rehabilitation), completed the project proposal based on the understanding of the application of digital entertainment in rehabilitation and EMG gesture recognition in rehabilitation, and clarified the feasibility of interactive design (gestures to be used in gesture recognition)
- Understood the deep learning algorithm used in gesture recognition, and learned the engine Unity3D
- Identified user prototype and usage scene, designed content and interaction mode of rehabilitation game after fieldwork

Team Member, Design & Implement a Multimodal Interactive Prototype May.-June. 2020

- Participated in determination process of research topic (Rowing Game Simulation) for multimodal interaction mode and content
- Enriched questionnaires for demand analysis, participated in potential user research.

Team Leader, Safety Educational Toys for Kids Mar.-June. 2020

- Determined the product plan with value opportunity analysis and SWOT method based on materials inquiry and survey
- Learned Arduino including the use of electronic equipment, realized the prototype by designing circuit program flow chart and layout of prototype display, assembling and debugging circuit devices

Team Leader, Exploration of the Underground Feb.-June. 2020

- Assigned tasks such as material searching and game analysis as the team founder, determined the theme and content of the game and participated in writing design documents and presentation reports.
- Familiar with tools like game engines; tested and evaluated project framework for functional requirements of each phase, and put forward modification suggestions; participated in UI design and implementation
- Proposed ideas for clarifying and optimizing the details concerning gameplay and UI

Team Member, Cross-media data visualization course project: a query and visualization system of temporal event data (based on the paper Sequence Synopsis: Optimize Visual Summary of Temporal Event Data) Dec. 2019-Jan.2020

- Mastered the component usage of React and JSP through realizing personal home page
- Studied how to generalize the time series data into the model of Pattern & Detail, and determine functions to be realized (display and interaction of Pattern & Detail)
- Modified the JSON data processed by the team members with Python, and use SVG method combined with React knowledge to complete the effect from the JSON data file to web page
- Wrote the technical analysis, project background and advantage analysis of responsible part of the document

Team Member, National University of Singapore School of Computing 2019 Summer Workshop July. 2019

- Completed works like project proposal and practice of VR game with Unity, provide ideas in game topic selection and produced proposal PPT
- Participated in all aspects of the project from planning to implementation and presentation; provided art guidance and design for the game (key props design, interaction mode, etc.); determined the use of all models and UI materials; designed game posters

Skills

- **Programming Languages:** C, C++, HTML, CSS, JavaScript, Python, Database, SQL, MATLAB, Arduino, React, JQuery, OpenCV, Android, C#, TensorFlow. **Softwares:** Maya, Marmoset, Photoshop, ZBrush, Unity, Qt
- Questionnaire Design, Structured Interview/Directive Interview, User Research, Prototype Construction