Xiaoyan WU

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EDUCATION BACKGROUND

SHANGHAI UNIVERSITY   9/2016 - 06/2020
Candidate of Bachelor of Engineering in **Digital Media Technology** | **GPA: 3.48/4.0**
Selected courses: C/C++, data structure, computer graphics, game development, virtual reality and digital, Computer Network, Operating System, Human Computer Interaction techniques, Web program development...

COMPUTER SKILLS

-   Frequent usage: C/C++, C#
-   Application: Visual Studio, Unity (AR plugins: Vuforia & ARCore, VR plugins: HTC Vive), MATLAB, PS, AI, AE, PR, Maya, Dreamweaver, DaVinci, Axure, Xmind

PROJECT EXPERIENCES

"Undeserved-ocean"- a 3D puzzle game | *Developer (5-member team)*   12/2018 - 07/2019
-   Developed the game missions of different chapters, using Unity to develop the 3D game
-   Conducted the design work like animation and interactive design (C#)
-   **Awards:** Third Prize of National Computing Capability Contest (for the dlc with ocean protection subject)
        Third Prize of 11th Shanghai Computing Capability Contest

"Plant Crush"-an AR game to popularize plant science | *Team Leader (3-member team)*   01/2019 - 03/2019
-   Utilized AR technology to provide players with realistic experience for knowledge of different stages of a plant
-   Designed the functions of the application
-   Developed the system of the application
-   **Winner Prize** of 11th Shanghai Computing Capability Contest

An AR tour map of historic architectures in Shanghai | *Team Leader (5-member)*   08/2018 - 10/2018
-   Conducted the market research and analyzed the characteristics of different tour APPs to support the design of functions
-   Carried out the user research by creating a demo for interface and interaction design
-   Initiated and drafted the scheme of the project which offers VR video introduction and/or easily observed models of architectures, as well as navigation information, shareable travel records, etc.
-   Developed the system of architectures introduction utilizing AR technology
-   **Awards:** First Prize of 6th National College Students Digital Media Extracurricular Works Competition

INTERNSHIP

Huazhu Group(NASDAQ: HTHT) | *Product Assistant*   11/2019-now
-   Assisting the product manager to transfer the PRD documents to operation manual
-   Drafting the CRS(Central Reservation System) operation manual
-   Participating in the design of CRS and preparation of PRD documents

Shanghai Elook Network Technology Co.,Ltd. | *Software Engineer (Unity)*   06/2019-08/2019
-   Dealt with the product development utilizing the Unity platform
-   Compiled game functions according to requirements for the app of a social service center
-   Wrote the interface, and uploaded game data for a garbage classification game
-   Provided graphic interface based on statistics data acquired

OTHERS

Extracurricular activities:
    Student Union of Shanghai Film Academy, *PR department*   09/2017 - 06/2018
    - Handled the sponsorship proposals, and communications with other department of the union

Volunteer Experiences:
    Shanghai Grand Theatre, s*ervice center*   09/2016 - present
    Education Project in Sri Lanka, *teacher*   01/2019
    21st Shanghai International Film Festival, *subtitle operator*   06/2018

Hobbies: Zhongruan & Liuqin (17 years), core member of University's association of traditional Chinese music