

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”- a 3D puzzle game | *Developer (5-member team)*

12/2018 - 06/2019

- 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)*

02/2019 - 04/2019

- Utilized AR technology to provide players with realistic experience for knowledge of plants
- 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, *service 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