

Junyi Wu

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EDUCATION

- University of California San Diego (undergraduate) — Third year
- Major: Computer Engineering

Academic Concentration

Human-Computer Interaction, Computer Graphics, Frontend Development, Signal Processing.

Work Experience

1. Alcohol VR study (2023- present)

University of California San Diego

- Aided in the development of a virtual reality environment using Unity, incorporating an eye-tracking system in VIVE to assess individuals' cravings for alcohol.
- Developed a full-body motion tracking system (Slime VR) to enhance animation recording within the scene.
- The ongoing research is currently collecting piloting data. Further details can be found at <https://sites.google.com/view/courtneylab/home?authuser=0>

2. Staff at Envision Maker Studio (2023- present)

University of California San Diego

- Managing equipment's in the workshop.
- Fix broken machines, include FDM and SLA 3d printers, vinyl cutter, and poster printer.
- Provided tutoring assistance to students unfamiliar with operating our machinery within the space.

3. Underwater Robotics Research (2020 – 2021)

Chinese Academy of Sciences.

- Taking academic courses in the Chinese Academy of Sciences.
- Developing and assembling underwater robotics called the 8-thruster ROV, whose high motility, kinematic dexterity, and reliability can help observe the complex underwater environment
- The 8-thruster Remote Operated Vehicle is approved on IP Australia Innovation Patent for approval. Further information can be found on www.ipaustralia.gov.au, under this patent number: 2020102553.

ADDITIONAL INFORMATION

Skills: Familiar with Python, C++, C#, and Unity. Moderately experience with Java, C, JavaScript, html, CSS. OpenGL, OpenCV, Verilog, Spice.

Projects: Echo game translation society, Grand Nesting game on Steam, dev board related circuit design.

Languages: Mandarin: mother language; English: fluent.