Pengyu Jie

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EDUCATION

Hainan Vocational University of Science and Technology (HVUST)   **09/2020-06/2024**

- 4-Year Bachelor in Software Engineering, **GPA: 3.74/4.0**
- Enroll in the school's top class with special training program, including curriculum and scientific research
- 08/2022-11/2022: self-taught CS61A online courses of UC Berkeley, relevant class work on Github:
https://github.com/JayGarland/CS61A_SUMMER20

RESEARCH EXPERIENCE

Auto Reply Bot Developer, Deployed on Reddit   **07/2023-10/2023**
Published on Github: https://github.com/JayGarland/Autoreply_Sydneybot_Reddit

- Created an auto reply bot on Reddit with my customized AI, which accesses Bing edge services and ChatGPT API
- Analyzed various types of Reddit posts and comments, and established a reply model that matches the tone, style, and content of the target subedit and user
- Conducted performance evaluation and user feedback collection to measure the quality, diversity, and effectiveness of the replies
- Improved the functionality and usability of the bot by integrating it with other technologies such as image recognition, content generation, and code optimization
- Published the project on Github and earned 83 stars so far in 2 months

PROFESSIONAL EXPERIENCE

Haikou Zhongtian Computer Technology Service Co., Ltd.   **06/2023-08/2023**
Position: VR Applications and Games Development Intern

- Developed educational VR games by using MRTK, a framework that enables cross-platform mixed reality development and interaction
- Created various types of games and applications that enhance learning and creativity, such as kanji learning, piano learning, MR application for learning and creating art design, Chinese traditional medicine learning, etc.
- Improved the performance and quality of the VR games and applications by optimizing the code, graphics, audio, and UI elements

Huapu Zhilian (Beijing) Technology Co., Ltd.   **07/2022-08/2022**
Position: Software Engineering Assistant

- Developed, tested, and maintained software applications based on company's technology development and business needs
- Used Unity to create VR projects for enhancing products and services, such as VR education, VR entertainment, VR tourism, etc.
- Developed an auto reply bot and deployed it on company's software applications to interact with users and promote the brand image; used vogue AI that combines technologies from the new Bing and ChatGPT
- Collaborated with other software engineers, product managers, designers, and testers to ensure the quality and usability of the software applications

HONORS AND AWARDS

- 2023-2024 the Gold and Special Award Winner in the MTE2023(Malaysia Technology Expo)
- 2023-2024 the Provincial First Prize as the First Author in 16th China Collegiate Computing Contest
- 2022-2023 the National Second Prize as the First Author in 15th China Collegiate Computing Contest
- 2022-2023 Provincial Excellent Undergraduate Innovation Training Program (Top 10%)

SKILLS

Language: Chinese (mother tongue), English (fluent, **IELTS 6.0**)
Computer: Microsoft Office, programming languages (Python, C#, C, SQL), VR development tools (Unity, MRTK, Oculus), web development (HTML, CSS, JavaScript), version control (Git, GitHub)