

Yuting Han

Game Developer Intern

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Copenhagen, Capital region

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Work Experience

Walnut Coding Dec 2020 - Aug 2021

Programming Teacher Wuhan, China

Teach teenagers aged from 6 to 12 to learn Scratch and Python through interactive programs, and also take part in competitions.

HEU College Lab Jan 2020 - Jul 2021

VUE Developer Harbin, China

Implemented school management applet through VUE and Restful Api which applies an easy approach to attain study notifications and deal with student daily life affairs.

Neusoft Jul 2019 - Aug 2019

Web Developer Shenyang, China

Design a local community online shopping web application using SSM frame, which contains both purchase and delivery.

Game Prototype

Dungeon Game Group Project

It is a LOTR-inspired 3D dungeon maze game from Graphics Lab at DTU. Mainly responsible for the level design and procedural generation as a member of two. Learn how to make tradeoffs between handcrafted setting and automatic generation.

[Link to check on Youtube](#)

Education

2021.09 - Present

Technical University of Denmark

Human - centered Artificial Intelligence

2016.09 - 2020.09

Harbin Engineering University

Software Engineering

Skills

Unity Dev

Front-end Dev

Data Analysis

UX Design

Blender

Other Experiences

CPH:DOX Volunteer

Virtual Reality Experience Host volunteer at Art Hub. Assist the projects with final setup before the exhibition opening.

Nordic AI & Open Data Hackathon

Use YOLO library to analyze picture data from road camera data and build a specific data model for achieving green mobility.

Hult Prize at DTU

Work out an Energy Renovation Platform and business plan to match homeowners with renovation teams to promote energy-saving processes in old property renovation.