

Shuo Jia

Tech Artist & Software Engineer

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EXPERIENCE

Dalian University of Technology

09/2021 – 06/2022

Research Assistant, Japanese Language Technology Lab

Dalian, China

- Led a team of 5 to develop a Japanese language learning web app with question banks and random question algorithms. Deployed for educational use within two months, winning a city-level award and a 5,000 yuan bonus in a college entrepreneurship competition.
- Developed a Japanese grammar video corpus project to extract and organize grammatical knowledge from the "Standard Japanese" textbook by class periods. Implemented data cleansing techniques for accuracy. Integrated the extracted knowledge points into a web application by crawling film and television drama transcripts, matching video dialogue clips for each point.
- Skills used** – Python, Django, C++, TypeScript, React, MySQL, Linux

SAP

03/2021 – 09/2021

Software Engineer Intern, VT Star Programme

Dalian, China

- Contributed to the SAP VT Challenge project by developing a task-sharing and feedback platform on the company website, focusing on back-end development. Implemented efficient data handling, reducing task assignment time by 25%. Collaborated cross-functionally to integrate the platform, resulting in a 15% increase in work efficiency.
- Engaged in the VT Star Programme, receiving training in ABAP programming, SAP HANA database, and Business English.
- Skills used** – ABAP, HANA, Node.js, React, Express, MongoDB

KEY PROJECTS

Unreal Engine Movie Trailer with Game Interactions

04/2023 – 06/2023

- Developed a game interactive movie trailer using Unreal Engine 5.
- Implemented game interaction, character skeletal animation binding, blueprint rendering, and cinematic timeline-based editing for seamless visual storytelling.
- Utilized Unreal Engine's built-in movie-grade capture tools to record and enhance high-quality in-game footage and ensured optimal audiovisual impact through meticulous post-processing and editing techniques.
- Skills used** – Unreal Engine 5, Blueprint, Cinematic Timelines, Character Skeletal Animation, C++
- Demo link** – <https://www.youtube.com/watch?v=91pQvTJm1Bs&t=2s>

Holoway - Virtual Reality Meeting Room

12/2022 – 05/2023

- Developed an Oculus Quest 2 headset application and a Desktop application in Unity, enabling user interaction in virtual meeting rooms.
- Implemented Extreme Programming, organizing the team into pairs per sprint, focusing on pair programming, and conducting real-time code reviews to facilitate seamless knowledge transfer and enhance overall code quality.
- Skills used** – C#, Unity, Universal Render Pipeline, RESTful APIs, Blender, Gitlab, CI/CD
- Project link** – <https://github.com/uchiaseki/Holoway-Virtual-Reality-Meeting-Room>

EDUCATION

Trinity College Dublin

09/2022 - 09/2023

Master of Science, Computer Sc – Augmented & Virtual Reality (2:1 Honours)

Dublin, Ireland

Dalian University of Technology (TOP 1% in China)

09/2018 - 07/2022

Bachelor of Engineering, Computer Sc - Software Engineering (84/100)

Dalian, China

SKILLS & LANGUAGES

Technical Proficiency: C#, Unity, C++, OpenGL, Unreal Engine 5, Python, JavaScript, Blender, MySQL, GitHub Actions, Linux, CI/CD

Soft Skills: Time Management, Problem-solving, Verbal and Written Communication, Autonomy, Critical Thinking, Creativity, Teamwork

Languages: English(Professional proficiency), Mandarin(Native proficiency), Japanese(N2 Level)