Chenyue (Leo) Dai

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EDUCATION BACKGROUND

City University of Hong Kong
B.Sc. Computer Science (Minor Creative Media)   September 2018- Present
GPA: 3.7/4.3; 3.84 in Year 2 and 3.82 in Year 3;
Final Year Project Topic: Deep Learning Model for Architectural Style Transfer

Cornell University Pre-college Summer Program
Introduction to Architecture   July 2021 – August 2021
Grade: Design Studio: A+; Lecture: A-

PROJECTS IN PROGRESS

Deep Learning Model for Architectural Style Transfer   August 2021- Present
Individual Final Year Project (Supervisor: Rynson Lau)
- Summary: Exploring the possibility of transferring architectural styles between arbitrary photos of buildings with deep learning models.

3D Modeling Software on Foldable Phones   February 2021- Present
Group Research Project Directed by Dr. Liu Can
- Summary: A research project to explore the possibility of three-dimensional operation for 3D modelling based on foldable phones.
- Personal contribution: Developing fully functional demonstration application and assisting experiments.

Portfolio Website (http://xdd44.xyz)   August 2020 – Present
Individual Project
- Summary: A practice of complete website development including visual design, front-end and back-end development and maintenance. A personal website collecting selected projects and photography works.

PROJECTS COMPLETED

The Flâneur's bridge   February 2020 - September 2021
Individual Design Project
- Summary: Design of an imaginary large-scale structure inspired by and based on long-term observation and reflection of Hong Kong's streets and urban life.

A Study of Windows   July 2021 – August 2021
Individual Design Project
- Summary: Step-by-step transferring and developing the idea starting from photography of windows to an imaginary space for inhabitation.

Illumination   Faburary 2021
Group Game Project for Brackeys Game Jam 21.1
- Summary: Roguelike game design and development in Unity within a limited time range of 3 days.
- Personal contribution: Most of the coding and Unity developing work.

Fishing Simulator   September 2020

Group Game Project for HK VR Rehabilitation Game Design Competition
- Summary: VR game design and development in Unity for rehabilitation training and promotion of social inclusion for people with disabilities and the elders.
- Personal contribution: Most of the coding and Unity developing work.

Coast of Old Days   October 2020
Group project for Intergeneration Play Space Design Competition
- Summary: Architectural and facility design for a public space to encourage intergenerational communication and preserve local culture and history.
- Personal contribution: Site survey, architectural analysis and design.

PRROFESSIONAL EXPERIENCE

School of Creative Media, City University of Hong Kong   February 2021- Present
Research Assistant
- Working closely with Dr. Liu Can and Professor Alvaro Cassinelli and assisting their research work;
- Conducting coding of demonstration applications, shooting of demonstration videos and participating in research works.

IT&HI, Hospital Authority, Hong Kong
System Assistant   August 2020- June 2021
- University required IT internship;
- Assisted server maintenance works for Hong Kong's public hospitals.

Chinese Students and Scholars Association, City University of Hong Kong   August 2018- August 2019
Working Member
- Conducted works including photo/video shooting and editing, graphic designing and technical supporting for events and activities held by the organization.

ACHIEVEMENTS AND CERTIFICATES

Bronze Medal, International Collegiate Programming Contest (Asia Macao Regional Contest)	2021
Certificate, eCornell Digital Photography Online Course	2021
Certificate, edX Architectural Imagination Online Course	2021
Silver Medal, International Collegiate Programming Contest (Asia Jinan Regional Contest)	2020
Silver Medal, China Collegiate Programming Contest (Changchun Site)	2020
Dean's List Award for Semester A 2020/21, City University of Hong Kong	2020
Dean's List Award for Semester B 2019/20, City University of Hong Kong	2020
Dean's List Award for Semester A 2019/20, City University of Hong Kong	2019

SOFTWARE AND SKILLS

- Physical modeling, rendering and simulation software and programming experiences including Rhino, Grasshopper, Sketchup, Cinema 4D, OpenGL and other mesh/NURBS coding.
- Digital editing software and experiences including Capture One, Photoshop, Illustrator, Indesign, Premiere and Final Cut Pro.
- Photography and video shooting experiences with DSLR cameras, drones and stabilizers.
- Multimedia computing and development experiences with Unity, Processing/p5.js, openFrameworks, Swift, libGDX and other libraries across web, desktop and mobile environments.