

YiJiu

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EDUCATION

Beijing University of Posts and Telecommunications

Aug 2017 - Jun 2021

Electronic Information Science and Technology Bachelor

Beijing

School of Electronic Engineering

- GPA:3.39/ 4.0 (Ranking within Top 30%)
- TOEIC:890 TOEFL:96
- Related Course:Probability Theory(92) Signals and Systems(90) Linear Algebra(87)
- Honors/Awards:
 - Beijing Electronic Design Competition Second Prize
 - China College Students' 'Internet+' Innovation and Entrepreneurship Competition Beijing Third Prize
 - School-level third-class scholarship (2017-2020)(top 30%)

Waseda University

Sep 2023 - Sep 2025

Department of Computer Science and Communications Engineering

Tokyo

Graduate School of Fundamental Science and Engineering

- Research:Audio-visual Information Processing

PROFESSIONAL EXPERIENCE

ByteDance

Sep 2020 - Mar 2021

Front-end Development Intern

Beijing

Product Development and Engineering Architecture Department-CreativeGame

- Developed 2d or 3d h5 minigames and advergases for Douyin(Chinese TikTok) App, with game engines such as Cocos2d, LayaAir, Unity,contacted and learned relevant game design patterns and frameworks, got return offer before the end of internship

ByteDance

Jul 2021 - Nov 2022

Front-end Development Engineer

Beijing

Product Development and Engineering Architecture Department-GamePlus

- Used Lynx(interior framework like React) to complete development tasks of UI in game,such as popups,pages for awards, progress,achievenments,without low-level and urgent bugs online
- Used games engine Cocos to develop game logic,completed game designer's requirements with high quality within the prescribed schedule
- Wrote clear and concise Typescript code and got twice M+(better than average) in performmance review
- Learned the using of Front-end framework,knowledge of webGL,3d math and game rendering

MISCELLANEOUS

- **Skills:** Web Development(familiar) JS/TS(familiar) Game Engine(familiar) Python(basic) AI and Deep Learning(basic)
- **Interests:** Video Games、VR 、 AI、 BasketBall