

YiJiu

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Beijing

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%)

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 advergames 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,achievements,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 performance review
- Learned the using of Front-end framework,knowledge of WebGL,3d math and game rendering

RESEARCH EXPERIENCE

Design and implementation of agricultural products VR exhibition platform

Apr 2021 - Jun 2021

Researcher

School of Electronic Engineering ,BUPT

- Built VR exhibition platform for argricultral products using game engine Unity and VR headset Meta quest 2
- Achieved rich interaction methods by virtual hand in the platform, such as grip, transmission, and vibration, which brought users interesting and immersive experience in VR
- Used Multiplayer Engines Photon to realize the function that multiple remote users could communicate with each other in the same VR scene,like VRChat
- Completed dissertation by the implement of the VR exhibition platform

PROJECT EXPERIENCE

China College Students' 'Internet+' Innovation and Entrepreneurship Competition

Mar 2020 - Jun 2020

Project Leader

BUPT

- Participated the competition with the topic of Guizhou Changshun County Agricultural products AR/VR display experience platform
- Assigned tasks to team members, coordinated project progress, integrated project content and completed the plan prescribed by the tutor
- Programmed for UI and model display in the project and collabrated with member who made 3d model in 3dsmax
- Conducted the presentation of the project on behalf of team and won Beijing Third Prize

MISCELLANEOUS

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