

Jia Du

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EDUCATION

Carnegie Mellon University

Master of Entertainment Technology, Entertainment Technology Center, Aug. 2021- May 2023

Selected Course:

Building Virtual World, Improvstnal Acting, Learning-based Image Synthesis (will learn in Spring 2022).

ShanghaiTech University

Bachelor of Computer Science and Technology, Computer Science and Technology, Sep. 2016 - Jun. 2020

Selected Course:

Mathematics Analysis, Linear Algebra, Fundamentals of Circuits and Circuits Analysis, Matrix Analysis, Probabilities and Statistics, Data Structure, Algorithms, Database, Software Engineering, Computer Architecture, Operating Systems, Advanced C++, Database and Data Mining, Computer Vision.

University of California, Berkeley

Summer School Student, Jul. 2017 - Aug. 2017

Selected Course:

Conflict Resolution, American Language and Culture: Humor

SKILL

Technical: Python, C#, C++, C, Linux, Git, Unity

Design and Art: Procreate, Adobe (Photoshop, Illustrator, Premiere Pro), Sketch

Languages: Chinese(Native), English(Fluent), Japanese(Fluent, JLPT N1), Korean(TOPIK level3)

EXPERIENCE

Unity Technologies Shanghai, China

Solutions Engineer Intern, Jun. 2021 - Aug. 2021

Provide technical support for customers. Reproduce problems that customers have met and suggest appropriate solutions. Solved about 300 online technical inquiries related to multiple fields of Unity game development engine.

PwC Shanghai Acceleration Center Shanghai, China

Software Engineer Intern, Oct. 2020 - Mar. 2021

Participated in a large-scale human resource management software development project. Responsible for creating documents, editing source code (JavaScript and Java), and testing, for Pull Requests from customers. Used Eclipse as the developing and backend testing environment, Postman as the frontend testing environment. Used Java, JavaScript as the programming languages.

Hitachi Solutions (China) Co.,Ltd. Shanghai, China

System Engineer Intern, Jul. 2019 - Aug. 2019

Worked at the Financial Institutions Business Unit. Responsible for deploying job management software onto customer bank's computer. Used Cent OS 10, and Shell script.

Student Cluster Competition Denver, Colorado

Team member, Nov. 2019

As one of the GeekPie_HPC team members, participate in the Student Cluster Competition. Responsible for Structural Simulation Toolkit(SST) problem, and problem solving visualization.

PROJECT

Crowd Counting

Shanghai, China, Nov. 2019 - May 2020

Applying a deep neural network model, by inputting dense crowd images, generating density maps to estimate crowd counting. Reached a result close to the state-of-the-art in that time. Using Python and Pytorch.

Building Virtual Worlds

Pittsburgh, PA, Sep. 2021 - Dec. 2021

Made 5 different virtual worlds in the course Building Virtual World at Entertainment Technology Center, Carnegie Mellon University. Developed 3 VR games, 1 AR game, and 1 PC game with Makey Makey. Worked as a programmer, cooperated with 1 programmer, 2 artists, and 1 sound designer in each world. Used Oculus Quest 2, Microsoft HoloLens 2, used Unity as the game engine, also responsible for part of 2D assets.