

Jiadai He

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)

Pittsburgh, PA
May 2021

Master of Entertainment Technology

- **Relevant Coursework:** Building Virtual World, Visual Story

The Chinese University of Hong Kong, Shenzhen (CUHK-Shenzhen)

Shenzhen, CH
June 2019

Bachelor of Engineering in Computer Science and Engineering

- **Relevant Coursework:** Computer Architecture, Fundamentals of AI, Programming Methodology, Programming Paradigms, Software Engineering, Digital Logic and Systems, Computer and Network Security, Multimedia System

SKILLS

- Languages: Python, C#, JavaScript, C++, HTML, MATLAB, R, Assembly Language (MIPS)
- Applications: Unity, Adobe Photoshop, Procreate

ACADEMIC PROJECTS

Don't Stop Staring, Programmer

ETC, Fall 2019

- Created a VR horror experience using HTC Vive and Unity
- Worked together with 3D artists to implement immersive storytelling
- Applied skills and explored ways to implement effective indirect control

Building Virtual World, Programmer

ETC, Fall 2019

- Created Unity games in one to two week sprints with interdisciplinary team
- Worked closely with artists and sound designers to build entertaining experience
- Used VR and AR platforms such as HTC Vive, Valve Index and Magic Leap to build immersive game experience
- Supported making 2D art assets for characters and visual effects

Staudit, Software Engineer

CUHKSZ, Spring 2019

- Analyzed and visualized the correlation between daily Steam ranking and popularity on social media of PC games
- Designed MySQL database structures for data analysis
- Developed Web-based software for end-user visualization using JavaScript and vue.js framework

AntiDirty, Software Engineer

CUHKSZ, Spring 2018

- Constructed platform for college students to order dormitory cleaning service
- Designed MySQL database structures for data storage and displayment
- Developed user-facing Web-based software using JavaScript and vue.js framework

WORK EXPERIENCE

Tencent Holdings Limited, Front End Web Engineer (Intern)

Summer 2018

- Supported front-end development Web development using React and vue.js frameworks
- Supported back-end of Web development using Node.js
- Participated in mobile software development for both iOS and Android
- Supported internal data management Web platform construction
- Designed and implemented MySQL database

CUHKSZ Learning Analytics, Front End and Back End Engineer (Intern)

September 2017 to May 2018

- Analyzed and visualized the correlation between on-campus Wifi usage and student GPA
- Applied Python skills to extract and transform raw data into MySQL database
- Supported dynamic data extraction and visualization utilizing JavaScript and ECharts library