# JIAYU HE  |  Resume

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## Interests

Generative Art, Parallel Computation, Screenwriting, Independent Game Development

## Experience

**Junior Technical Artist** — Ubisoft Entertainment Shanghai        Sep.2021 — current

> **Just Dance:**
> 1) Developing high-performance real-time cloth simulation
> 2) Developing ECS Audio Visualization System.
> 3) Procedural cloth topology optimization.

**Junior Technical Artist** — Ubisoft Entertainment Shanghai        Sep.2020 — Aug.2021

> **Farcry 6:**
> 1) Developing procedural generation of Biome, Cliff and Weather System in the main game and 3 DLC.
> 2) Developing fast terrain simulation methods in Houdini.
> 3) Procedural City Generation Research.

**Technical Artist Intern** – Netease Entertainment        Jul.2019 — Aug.2019

> **Unreleased Project:**
> 1) Developing procedural Biome System.
> 2) Developing Real-time vast ivy growth simulation.

## Education

**ShanghaiTech University** — B.E Computer Science and Technology        Sep.2016 — Jul.2020

> 1) FLARZE Labs: sparse volume fluid simulation
> 2) Screenwriting Program cooperating with USC SCA: 2-year screenwriting education (analysis, primary to advanced writing)

## Award

**Netease Mini Game** — 1st Prize        Aug.2018

> 1) **Game <Ink Kun>** -Solo Artist: design, animation, VFX, screenwriting (with another programmer)
> 2) **Game <Body Clearance Project>** Solo Artist: design, animation VFX (with another three students)

Build up the UAV flight control system and navigation in robot team.

## Hobbies

Snowboarding, Photography, FPV Drone, HitchHiking.