

Jinyi Dai

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Education

Master of Entertainment Technology

Aug 2023 – May 2025

Carnegie Mellon University

Focus: Software Development, Game Programming

Bachelor of Engineering in Digital Media Technology

Sep 2018 – Jun 2022

Zhejiang University

Focus: Game Development, Computer Vision, Human-Computer Interaction

Experience

Vision-Zenith, Algorithm Engineering

Nov 2022 – Feb 2023

- Engaged in the research of computer vision algorithms for products in Intelligent Parking System
- Focused on image classification algorithm improvement
- Collaborated with coworkers to investigate related bugs in VZeye smart camera

Tencent Games | Lightspeed Studios, Game Developer

Jul 2022 – Sep 2022

- Participated in the weekly version maintenance and monthly major version updates
- Developed hot-fixable features for mobile games using C#
- Collaborated with coworkers to develop Unity assets using AI for procedural generation

Academic Projects

Building Virtual World | Gameplay Programmer

Aug 2023 – Dec 2023

Interactive virtual worlds built in two weeks

- Managed development process for multiple 2-week interactive experience projects
- Programmed for VR/AR games with different interactive devices

Project RAIN | Game Programmer, Hardware Designer

Feb 2022 – May 2022

Music rhythm game built in Unity3D, using hand gestures with self-made interactive devices

- Designed and developed a wearable interactive ring-like device that can recognize seven different gestures
- Collected hand movement data and train the gesture recognition model
- Programmed for the whole game project, including gameplay and UI programming

Malody | Gameplay Programmer

Sep 2021 – Nov 2021

Gravity-sensing music rhythm game built in Unity3D for Android

- Implemented player-controlled characters can move based on gravity sensing
- Created a system in which game levels can be automatically generated based on the input music

ECHO | Gameplay Programmer, Narrative Designer

Feb 2021 – Jul 2021

First-person story-oriented 3D puzzle game built in Unity3D for PC

- Built a 3D map system associated with a 2D puzzle
- Created multiple interactions between players and different objects
- Designed and completed all the text writing which is more than 10,000 words in Chinese

Skills

Programming Language: C/C++, C#, Python

Source Control: Perforce, Git

Game Engine: Unity3D, Unreal Engine 4

Tools: Microsoft Visual Studio

Scientific Computing: TensorFlow, Pytorch

Database: MySQL, SQLite