Naijia Jin
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OBJECTIVE
To obtain 2020 summer intern position

EDUCATION
Carnegie Mellon University, Entertainment Technology Center (ETC)   *Pittsburgh, PA*
Master of Entertainment Technology   *Expected in May 2021*
Courses: Visual Story, Improvisational Acting, Build Virtual Worlds

Beijing Language and Culture University (BLCU)   *Beijing, China*
B.E Digital Media Technology   *June 2019*
Courses: Computer Graphics, Linear Algebra, Computational Animation, Computer Network, Digital Image Processing

SKILLS
Programming Language: C#, C++, Python, Shader Lab, Shader Graph, JavaScript, HTML, CSS
Software: Unity, Photoshop, Premier, After Effect, Maya, Substance Painter, 3ds Max, Blender, Perforce

ACADEMIC PROJECTS
Build Virtual Worlds, *ETC, programmer*, *technical artist*, *game designer*   *Aug – Dec 2019*
- Developed 5 rapidly prototyped 3d game projects based on VR/AR platforms as a gameplay and visual effect programmer. Each completed in 2 weeks with a newly formed multi-disciplinary team (1 sound designer, 2 artists, 2 programmers)
- Designed game mechanics and interactions with teams
- Created and stylized interactable torch fire and firework effects with Unity particle system
- Implemented interactive experience based on Unity timeline
- Created dissolve, blood, patronum effect with Unity shader

Digital Media Technology Degree Project, *BLCU*   *Mar 2018*
- Created a set of PBR material with Unity shader graph and light weight render pipeline
- Created hologram, dissolve, stylized fire, snow effects

Beijing Undergraduates Technical Innovation projects, *BLCU, programmer, game designer*   *April 2017*
- Led a five-person team to develop a 3d motion sensing game called Swordsman's Legend, in which guests can experience the life of Chinese traditional swordsman
- Created Tang dynasty style models using 3ds Max
- Implemented weapon choosing and horse-riding gameplay with C# in Unity
- Implemented gesture recognition system based on MS Kinect 2.0 SDK

EXPERIENCES
Global Game Jam, *Hangzhou, China*   *Jan 2019*
- Designed a fun and agile game with a newly met team based on the HOME theme that players need to balance between a mini game and the conversation with the mom.
- Implemented the mom's behavior mechanic with Unity Animator

LUX POPULI VFX, *Visual Effect Composition intern, Beijing, China*   *Jan 2018*
- Edited advertisement sections with Nuke and AE, worked on 3D Camera tracking, roto matting, color- adjustment
- Learned the production process of animation industry

Institute of Automation, *Intelligent Gaming Group, Technical Art Intern, Beijing, China*   *Jun-Sep 2018*
- Created video demo with AE of introducing functions in an intelligent RTS game including face recognition, eye movement recognition, and situation awareness
- Designed the logo with Illustrator for Center for Research on Intelligent System and Engineering

Beyond Eyes, *Self-Designed and Developed Game*   *Sep-Dec 2018*
- Designed the core gameplay that switching eyeballs to have different perspectives, and gain different powers
- Designed and developed three levels to evolve gameplay and storytelling with Unity
- Created UI and intro video with AE, PS, PR