Jing Shu

+1 4127267386 • jshu@andrew.cmu.edu • www.littlejshu.com

Education

Carnegie Mellon University, Entertainment Technology Center(ETC)   **Pittsburgh**
Master of Entertainment Technology   *2015–May 2017*

Fudan University(FDU)   **Shanghai**
Bachelor of Software Engineering   *2011–2015*

National University of Singapore(NUS)   **Singapore**
Exchange Student in Computer Science Department   *Aug 2013–Dec 2013*

Relevant Coursework

Building Virtual Worlds, Data Structure and Algorithm, Computer Graphics, Software Engineering, Database System, Introduction to Computer System, Operating System, Web Design

Skills

Programming Language: Java, C#, C++,Python, SQL, HTML, CSS, JavaScript, C, OpenGL
Software: Unity, Matlab, SketchUp, Microsoft Visual Studio

Experience

Splunk   **Shanghai**
Software Engineer Intern   *Sept 2014–May 2015*

- Worked in quality assurance at Splunk – a company specializing in machine-generated big data.
    - Designed and executed test cases, analyzed testing results, found and reported bugs to other teams.

Computer Vision Lab, Fudan University   **Shanghai**
Research Assistant   *Dec 2013–June 2015*

- Researched on object tracking: extracted and reconstructed information about objects in a 3D environment, from video sequences.
- Cooperated with a hospital in Shanghai to help the doctors automatically segment the structure of vessels out of the ultrasound image of livers. This can help doctors observe if the Cirrhosis disease will lead to the deformation of the vessels inside the liver.

ShanghaiTech University   **Shanghai**
Summer Intern   *July 2014–Sept 2014*

- Carried out a project on mobile advertising in Python: automatically analyzing mobile advertisement libraries and their usage in Android applications.

Projects

Building Virtual Worlds   **ETC**
Programmer   *Fall, 2015*

- Worked in a five people team to create interactive games in two-week production cycles as a programmer.
- Applied different technologies like the Kinect, Oculus, PS Move and Google Tango.

Mini Power   **FDU**
Producer and Programmer   *Spring, 2012*

- Created a puzzle game on Android platform, which won 2nd Runner-up of iShamroock Software Competition.
- This project asks players to finish a puzzle game based on a picture.
- Combined a volunteer activity and a sponsor company so that the company will donate a certain amount of money to the activity according to how many people play it.

Kovan   **NUS**
Database Structure Designer   *Fall, 2013*

- Kovan is an equipment loan system in *SQL*, finished by a three people team.