

# JIANG YUE(EVA)

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## EDUCATIONAL BACKGROUND

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**Shandong Normal University, 09/2016-07/2020**

Major: Information Management and Information System

GPA: 80.5/100

**Hong Kong Polytechnic University, 09/2020-present**

Major: Multimedia Entertainment Technology

## ACADEMIC PROJECTS

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### Deep Learning Project, 09/2018-02/2019

1. Responsible for review and arrangement of papers
2. Read a lot of foreign literature and papers
3. Wrote the review about deep learning

### Data Mining Project, 03/2019-01/2020

1. Read a lot of books about crawlers
2. Wrote crawler code to support data mining
3. Used the Gephi to depict the relationship between the crawling figures
4. Imported the data into Mysql to analyze

### Multimedia & Entertainment Technology (MSc),09/2020-present

1. learn about how cutting edge technologies impact digital entertainment.
2. Get the ability to conceptualize, design and develop innovative multimedia products and applications
3. learn to identify, manage and solve technical, organizational and design aspects related to the global digital media and web market
4. Combine the programming learned before to use Unity to build VR scenes
5. Learn to use a series of Adobe software (such as PR PS XD) to implement the process of mobile applications

## SKILLS

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- C & C#
- Python
- Mysql
- Model Design
- Game/Sound Design
- Unity
- Pycharm
- MS Office
- Matlab
- Visual Studio
- PR,PS,XD