

JIANG YUE

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EDUCATIONAL BACKGROUND

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

Deep Learning Project, 09/2018-02/2019

1. Conducting literature review
2. Writing review about deep learning

Data Mining Project, 03/2019-01/2020

1. Writing crawler code for data mining
2. Depicting the relationship of the crawled data with Gephi
3. Analyzing the data with Mysql

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

1. Building VR scenes with Unity
2. learning about how cutting edge technologies impact digital entertainment
3. Conceptualizing, designing and developing innovative multimedia products and applications
4. learning to identify, manage and solve technical, organizational and designaspects related to the global digital media and web market
5. Learning to use a series of Adobe software (such as PR PS XD) toimplement the process of mobile applications

VR Project ‘WildLife’ for the course of Virtual and Augmented Reality,01/2021-05/2021

1. Designing and constructing multiple VR scenes layout
2. Designing, planning, and making all animation of animals
3. Designing and realizing interaction-enabled scenes among users and animals
4. Sound design

VR Project ‘Spiritual Chamber’ for the course of Globalization in New Media Design And Technology,01/2021-05/2021

1. Designing and constructing multiple VR scenes layout
2. Sound Design

The VR scene’s code in Altspace: **ZOA405**

Research Assistant in Brain, Language, and Computation Lab at The HK POLYU,01/2021-present

1. Designing avatar and making video for video learning
2. Researching and investigating VR-related applications
3. Managing of the laboratory’s website
4. Testing and managing the VR equipment
5. Building 3D models for VR

Awards

- Global Game Jam HK 2021 -Most Influential Game Award
- PolyU Micro Fund 2021 (HK\$30,000 Funding)

SKILLS

- Python
- Mysql
- Model Design
- Game/Sound Design
- Unity
- IClone
- Faceware
- Matlab
- PR,PS,XD.AI