

Jia(Lena) Du

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EDUCATION

Carnegie Mellon University

Master of Entertainment Technology (Computer Graphics), Entertainment Technology Center, Aug. 2021- May 2023

Selected Course:

Building Virtual World, Learning-based Image Synthesis (CMU 16-726, "Student Choice Award" Winner).

ShanghaiTech University

Bachelor of Engineering, Computer Science and Technology, Sep. 2016 - Jun. 2020

Selected Course:

Mathematics Analysis, Linear Algebra, Matrix Analysis, Probabilities and Statistics, Data Structure, Algorithms, Database, Software Engineering, Computer Architecture, Operating Systems, Advanced C++, Database and Data Mining, Computer Vision.

University of California, Berkeley

Summer School Student, Jul. 2017 - Aug. 2017

EXPERIENCE

Unity Technologies Shanghai, China

Solutions Engineer Intern, Jun. 2021 - Aug. 2021

- Reproduced and solved problems by reviewing system logs.
- Solved online technical inquiries related to multiple fields of Unity engine.

PwC Shanghai Acceleration Center Shanghai, China

Software Engineer Intern, Oct. 2020 - Mar. 2021

- Participated in a large-scale cloud-based human resource management software development.
- Full-stack developing(Java, JavaScript), testing(Postman, Eclipse), and documenting.
- SAP HANA database handling with SQL interface.

Hitachi Solutions (China) Co.,Ltd. Shanghai, China

System Engineer Intern, Jul. 2019 - Aug. 2019

- Worked at the Financial Institutions Business Unit.
- DevOps for job management software.

Student Cluster Competition Denver, Colorado

Team member, Nov. 2019

- As one of the GeekPie_HPC team members, participated in the Student Cluster Competition.
- Responsible for Structural Simulation Toolkit(SST) problem and solution visualization.

PROJECT

Project Amazon - Hermes

CMU-ETC & Tepper Business School, Feb. 2022 - May 2022

- VR(HTC Vive) and 3-wall projector-based asymmetric 2-player game development, using Unity and C#.
- Collaborated with Technical Artist, Game Designer, UI/UX Designer, and Sound Designer in a 7-person group.

Law Cubes

Shanghai, China, Sep. 2019 - April 2020

- Worked as a data scientist intern in a startup company for an interdisciplinary project across law and Artificial Intelligence.
- Data crawling, cleaning, sanitizing, and analysis using Python.

Building Virtual Worlds

CMU-ETC, Sep. 2021 - Dec. 2021

- 1 AR project using HoloLens2, 3 VR projects using Oculus Quest 2, 1 PC project.
- Worked as programmer in 5 different game projects. Collaborated with other programmers, artists and sound designers.

SKILL

Programming Language: Python(NumPy, PyTorch, Pandas, OpenCV), C#, C++, C, Java, JavaScript, SQL, Bash, MATLAB

Software: Unity, Blender, Postman, Eclipse, Adobe (Photoshop, Illustrator, Premiere Pro)

Technical: VR, AR, Git, Perforce, CUDA, Game Development, DevOps, Computer Vision

Language: Chinese(Native), English(Fluent), Japanese(Fluent)