

Jia(Lena) Du

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EDUCATION

Carnegie Mellon University

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

Selected Courses:

Building Virtual Worlds, 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 Courses:

Mathematics Analysis, Linear Algebra, Matrix Analysis, Probability and Statistics, Data Structures, 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

Samsung Research America

XR Prototype Intern

Jun. 2022 - Present

Mountain View, CA

- Prototyping multiple XR projects, developing an AR educational application and integrating tool plugins with Unity.
- Deploying, troubleshooting, and testing AR applications on multiple platforms.
- Participating in product ideation and prototype design.
- Responsible for system design of the AR software structure.

Unity Technologies

Solutions Engineer Intern

Jun. 2021 - Aug. 2021

Shanghai, China

- Providing solutions to online technical inquiries of function implementation, rendering pipelines, compiling problems, etc.
- Reproducing and resolving technical problems, and editor troubleshooting.

PwC Shanghai Acceleration Center

Software Engineer Intern

Oct. 2020 - Mar. 2021

Shanghai, China

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

Hitachi Solutions (China) Co.,Ltd.

System Engineer Intern

Jul. 2019 - Aug. 2019

Shanghai, China

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

PROJECTS

Project Amazon River - Team 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.

Building Virtual Worlds

CMU-ETC, Sep. 2021 - Dec. 2021

- Built worlds on a variety of platforms including HoloLens 2, Quest 2, and PC.
- Worked as programmer in 5 different game projects. Collaborated with other programmers, artists and sound designers.

SKILLS

Programming Languages: C#, Python, 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, Data Mining

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