

Jiayi Xu

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EDUCATION

- University of North Carolina at Chapel Hill** May 2022
B.S. Computer Science, Second Major: B.S. Psychology
Courses: Introduction to Programming with TypeScript, Foundation of Programming with Java, Optical Instrumentation, Biological Psychology
- Cambridge International Center at Shanghai Normal University, Shanghai, China** May 2017
GPA: 4.86, Ranked in top 5% of class

SKILLS

Programming Languages: Python, TypeScript, Java, C#
Technology: Unity 3D, Blender, VRTK Virtual Reality Toolkit

EXPERIENCE

- Outreach Lead of Carolina VR/AR Group, UNC CARVR** January 2019 - Present
- Connect with other student groups and organizations; provide immersive experience by organizing VR/AR demo events and gaining access to the latest technology
 - Consolidate partnerships with various non-profit organizations and institutes through technical projects; seek talents by spreading words; secure training resources
- Project Manager of CS Social Good, UNC CSSG** August 2018 – September 2018
- Collaborated with Kay Blada Recycling, a non-profit organization based on N.C. and Haiti
 - Oversaw the redesign of website; involved in the consolidation of ideas; managed plan formation, task delegation, gathering of training resources and progress monitoring
 - Ensured smooth communication between organizations and resolved possible conflictions

PROJECT

- Team Member of Cinematic Space Experience, UNC SEDS** August 2018 - Present
- Studied and implemented Unity 3D development kits
 - Utilized both modeling skills and coding skills for asset reconstruction and integration
 - Develop 3D interstellar spatial scene that involves wave animation and mesh rendering
- Participant of HackDuke 2018, Duke** October 2018
- Created two immersive VR scenes that demonstrated the impact of oil spill and deforestation
 - Conducted conversations on idea formation and searched for relevant data
 - Wrote scripts that achieved fish animation with Unity API and Poly assets
 - Top 25 prize winner; environmental track novice prize winner

ACTIVITIES

- Volunteered at HackNC 2018, UNC** October 2018
- Handled event reception; provided instructions for 150+ participants
 - Communicated effectively with the team; actively helped out participants, faculties, and sponsors
 - Attended blockchain and web development workshops; involved in final judging of projects
- President of CIC Debate Society, CIC** March 2014 – May 2016
- Volunteered as club leader; sought consultation; recruited officers and members
 - Organized regular and interest meetings, training sessions, and debate competitions
 - Connected to international debating league; attended national tournament and entered quarter-final
- Vice President of TEDxCIC, CIC** June 2015 – April 2016
- Reached out to potential speakers; provided guidance to script writing and updated progress
 - Contributed to logistical input such as booking and setting up the speaking arena
 - Connected with students as the TedxCIC ambassador; promoted the event and sold 50+ tickets

Cultural Experience

- Practiced Chinese calligraphy for 8+ years
- Traveled alone to 10+ countries in 3 different continents