JIYU WANG

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EDUCATION

University of British Columbia	**Graduated: August 2023**
Bachelor of Applied Science – Computer Engineering	Completed 16-months Co-op Internship

TECHNICAL SKILLS

Programming Languages: C/C++, C#, Java, JavaScript, Verilog, R, Python, XML, HTML
Technologies: Unity, Unreal Engine 4, Solidworks, Intel IDEA, ModelSim, Visual Studio, Arduino, Linux, Android Studio, REST API, QT, Figma, Wix, Adobe Photoshop, Adobe Illustrator

WORK EXPERIENCE

Tsingbei Education, Vancouver Canada   **October 2023 – Present**
UI/UX Designer of Websites and Posters

- Led the design and development of "tsingbeiedu.com," a website tailored for the Chinese audience, showcasing proficiency in creating culturally nuanced and user-friendly interfaces
- Designed the English version of the site, "premiumedu.ca," managing all aspects of UI/UX design to ensure a seamless, engaging online experience for a global audience
- Tasked with designing compelling posters for upcoming events and creating informative flyers, demonstrating a keen eye for visual storytelling and brand consistency

iPet Hong Kong, Remote   **April 2022 – August 2022**
UI/UX Developer of iPet Mobile Phone Application

- Developed the UI/UX of the online pet consultation and pet online market application using Figma. The Application contains the customers' version and the merchant's version. UI/UX design mainly contains Login, Home, Online Consultation, Online Shopping and Profile pages
- Reimplemented the Figma design and created a working prototype in Android Studio using Java and XML
- Participated in the full procedure of starting a company. Learned the entrepreneurship, market research and ways to seek angel investors for a startup

Chinese Academy of Science, Suzhou China   **September 2021 – April 2022**
Software Developer of Bone Densitometer Machine

- Developed the main UI, and automatic and manual painting system of the bone densitometer machine software. Used cross-platform application development framework Qt as the developing platform with C++
- Implemented automatic and manual outlining and segmenting of spine and other bones on given CT images. Automatic mode has over 95% of accuracy in graphing the image. In manual mode, an autofill tool, brush tool, and eraser can be used to manually outline some small parts of the bone

TECHNICAL PROJECTS

Capstone Design Project for ShareWares   **January 2023 – August 2023**

- Developed a Convolutional Neural Network Machine Learning solution to identify damaged containers using Python
- Developed the Android App to scan 100+ RFID tags/second with Java using Android Studio

Online Anime Goods Store Website Design   **August 2023 – Present**

- Developed the user interface and user experience (UI/UX) for an online anime goods store using Wix
- Created and designed key website sections, including the Home page, Game Goods Page, Novel Goods Page, My Account Page, and Shopping Cart

Game Accounts Selling Platform and Forum Design   **January 2020 – July 2020**

- Developed the user interface and user experience (UI/UX) for the Crossfire game accounts selling platform and forum using Wix
- Created and designed key website sections, including the Home page, Account Selling Page, Account Purchasing Page, My Account Page, and Forum