

Jiawei ZHENG

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GitHub: github.com/zjw93615/



SKILLS SUMMARY

- 3 years' experience in game programming with Unity3D at school, especially good at Unity3D scenes optimization, knew VR and AR development.
- Inclusion on the Dean's Honours List 2017 of Melbourne School of Engineering.
- Good at problem-solving, a quick learner, high-level self-study skill, willing to learn new knowledge and apply to the project.
- Well communication skill, willing to share and communicate with teammates, can be a good team member
- Experience with python, web scraping and machine learning.
- Understand web develop, be able to use different frameworks, such as MEAN and Laravel.
- Understand WordPress and be able to use plugins and themes to build a simple website. Can build simple custom themes



EDUCATION

The University of Melbourne

Feb 2017 - Dec 2018

Master of Information Technology

- Master of Information Technology (with Distinction)
- Dean's Honours List 2017
- UNIHACK 2018 Melbourne Third Place
- UNIHACK 2018 Melbourne Best IoT/Hardware Hack

South China Normal University

Sep 2012 - Jul 2016

Bachelor of Software Engineering

Major: Project management, Object-oriented programming, etc.

- Awarded scholarships for three years
- Public Relations Skills Competition - First Place



EXPERIENCE

Software Developer

May 2018 – Dec 2018

Happy Hackers Pty Ltd, Melbourne

I am responsible for a VR project in the company. Using Unity to develops an interior design application for Gear VR and HTC Vive.

Responsibilities

- Research and development of possible applications for AR and VR in various fields.

- Developed VR application for interior design and customer viewing.
- Interview and ask customers about their concerns and summarise their feedback.

Achievements

- Built the main function to modify the furniture in the scenes and game optimization.
- Built the AIBuild website and the website case show demo.

Chief Programmer

Nov 2015 - May 2016

YunHai Technology Co., Ltd, China

I start a business, YunHai Technology Co., Ltd, with another two graduates. YunHai Technology Co., Ltd. focuses on providing AR and VR solution for customers.

Responsibilities

- Start a business, YunHai Technology Co., Ltd, with another two graduates.
- Built the whole system for the first product and build some demos to the customers, such as Kumanju (a furniture retailer).
- Collaborate with the team to participate in multiple startup competitions and to market our products with customers.

Racing Game Programmer

May 2014 - Apr 2015

This Game was raised by a lecturer in South China Normal University.

Responsibilities

- Optimized the scenes and reduce the draw call.
- Coordinated with team members and keep tracking the progress of team members.
- Supervised a programming team with 2 programmers and communicated with the art team.



AWARDS

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- Master of Information Technology (with Distinction)
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 - UNIHACK 2018 Melbourne Best IoT/Hardware Hack.



APPENDIX

My Portfolio:

<http://jiawei.space/portfolio/>

GitHub:

<https://github.com/zjw93615>

LinkedIn:

<https://www.linkedin.com/in/jiawei-zheng/>