YiJiu

07037724888 | yijiubd@gmail.com | Tokyo

https://blog-yijiudd.vercel.app/

PROFESSIONAL EXPERIENCE

ByteDance   Sep 2020 - Mar 2021

Front-end Development Intern   Beijing

Product Development and Engineering Architecture Department-CreativeGame

- Developed 2d or 3d h5 minigames and advergames for Douyin(Chinese TikTok) App, with game engines such as Cocos2d, LayaAir, Unity,contacted and learned relevant game design patterns and frameworks, got return offer before the end of internship

ByteDance   Jul 2021 - Nov 2022

Front-end Development Engineer   Bejing

Product Development and Engineering Architecture Department-GamePlus

- Used Lynx(interior framework like React) to complete development tasks of UI ,such as popups,pages for awards, progress,achievenments,without low-level and urgent bugs online
- Used games engine Cocos to develop game logic,completed game designer's requirements with high quality within the prescribed schedule
- Wrote clear and concise Typescript code and got twice M+(better than average) in performmance review
- Learned the using of Front-end framework,knowledge of webGL,3d math and game rendering

EDUCATION

Beijing University of Posts and Telecommunications   Aug 2017 - Jun 2021

Electronic Information Science and Technology Bachelor   Beijing

School of Electronic Engineering

- GPA:3.39/ 4.0 (Ranking within Top 30%)
- Honors/Awards:
  - School-level third-class scholarship (2017-2020)(top 30%)
  - China College Students' 'Internet+' Innovation and Entrepreneurship Competition Beijing Third Prize

Waseda University   Sep 2023 - Sep 2025

Department of Computer Science and Communications Engineering   Tokyo

Graduate School of Fundamental Science and Engineering

- Research on computer vision:
  - Current:Efficient Pose Estimation Using Knowledge Distillation of CNN

MISCELLANEOUS

- **Skills:** English(TOEIC:890 TOEFL:96),Web Development(familiar) JS/TS(familiar) Pytorch(basic)
- **Interests:** Cooking、Video Games、BasketBall、VR