

# YiJiu

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## PROFESSIONAL EXPERIENCE

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### 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, with game engines such as Cocos2d, LayaAir, and Unity, contacted and learned relevant game design patterns and frameworks

### ByteDance

Jul 2021 - Nov 2022

Front-end Development Engineer

Beijing

Product Development and Engineering Architecture Department-GamePlus

- Used Lynx(interior framework like React) to complete development tasks of UI , such as pop-ups,pages for awards, progress,achievements,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
- Learned the using of Front-end framework((React),knowledge of webGL,3d math and game rendering

### SonyAI

Feb 2024 - Present

Software Engineer Intern Hakken

Tokyo

Developing RAG system for gastronomy

- Integrate LLM(mistral 7b) into the system to achieve the content summarization
- Integrate NER(named entity recognition model) to recognize the interested context
- using vector database Chroma to store the embedding of millions of sentences of biomedical paper
- Next.js for frontend, FastAPI for the backend service, AWS instance for model and system deploying, and D3.js for data visualization

## EDUCATION

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### 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:
  - Past: Efficient Pose Estimation Using Knowledge Distillation of CNN
  - Current: Human Dance Generation Using Diffusion Model

## MISCELLANEOUS

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