
EDUCATION

Xiamen University Malaysia (XMUM) – School of Computing and Data Science

Sep 2023 – Aug 2027

Bachelor of Engineering in Digital Media Technology (Honours)

GPA: 3.65/4.00 | Rank: 12/70

- ♦ **Relevant Coursework:** C and C++ Programming (A), Operating Systems (A), Computer Graphics (A), Human Computer Interaction (A), 3D Modeling (A), Embedded Game Design and Development (A), Database Systems (A-), Fundamentals of Computer Animation (A-), Game Development (A-), etc.
- ♦ **Honors & Awards:** Dean's List Award (2026/09 Semester), Dean's List Award (2025/04 Semester).

SELECTED GAME & INTERACTIVE PROJECTS

FPS Game Development Project (Unity) | DMT Showcase, Xiamen University Malaysia

Oct 2025

- ♦ Developed a cyberpunk-themed FPS game using Unity as part of a team project.
- ♦ Designed and implemented UI systems and core gameplay scripts.
- ♦ Developed NPC dialogue interaction systems triggered by player proximity.
- ♦ Implemented item interaction mechanics, including health pickup systems with dynamic UI updates.
- ♦ Created cutscene animations using Unity Cinemachine combined with scripting.
- ♦ Produced hand-drawn UI assets and integrated them into the game environment.
- ♦ Selected for exhibition at the DMT Showcase, where the team demonstrated the game to visitors and collected feedback.
- ♦ **Gameplay video:** <https://drive.google.com/file/d/1R5fj50DzGrCjHv1519SN0AG5dMj6-Z7b/view>

Mathematical Modeling Exploration | Mathematical Contest in Modeling (MCM)

Jan 2025

- ♦ Participated in a three-member team exploring a mathematical model addressing sustainable tourism development.
- ♦ Attempted to build a system dynamics model to balance tourism revenue, environmental pressure, and resident satisfaction.
- ♦ Responsible for data collection, dataset preprocessing, and normalization.
- ♦ Conducted preliminary modeling and visualization using EasyShu.
- ♦ The experience provided practical understanding of model construction, parameter tuning, and data integration challenges.

PROFESSIONAL EXPERIENCE

Hangzhou Tuozhi Consulting Co., Ltd. | Educational Technology Intern

Jun 2026 – Aug 2026

- ♦ Assisted in analysing learner engagement and assessment data to identify patterns in learning performance.
- ♦ Supported the design and production of microlearning materials by restructuring course content into task-oriented learning units.
- ♦ Helped develop digital assessment tools for collecting learner responses and presenting feedback, and participated in iterative improvement based on user experience and learning outcomes.

Huaze Kangjian Internet Hospital, Mianzhu Chuanxi Hospital | Python Development Intern

Aug 2025 – Sep 2025

- ♦ Developed scripts to batch import and manage doctor and patient information in the hospital management system.
- ♦ Implemented OCR-based recognition for physician credential documents (ID cards, physician licenses, professional certificates).
- ♦ Automated synchronization of physician information and documents to the Sichuan Provincial Health Commission platform.

Nanjing Xizhi Cultural Media Co., Ltd | New Media Technology Intern

Aug 2024 – Sep 2024

- ♦ Edited short-form videos and performed basic color grading for online media content.
- ♦ Organized and standardized digital media materials for archival and content management.
- ♦ Utilized tools including Adobe Premiere Pro and Jianying for video production.
- ♦ Assisted with camera equipment setup and on-site technical support during shooting sessions.
- ♦ Applied programming-oriented thinking to improve workflow efficiency and participated in digital asset library management.

LEADERSHIP & ACTIVITIES

Community Service Project | Photography Team Leader

Apr 2024

- ♦ Led the photography team in documenting a campus charity event organized by students.
- ♦ Responsible for activity promotion video production, member portrait photography, and full event documentation.
- ♦ Coordinated image management and organized media materials for event publicity and reporting.
- ♦ The event raised funds through performances and campus booths, with profits donated to a local elderly care home.

Xiamen University Malaysia Badminton Club | Member

2023 – 2024

- ♦ Regularly participated in training and campus sports activities.

LANGUAGES & SKILLS

- ♦ Languages: Mandarin (Native); English (Proficient).
- ♦ Programming: C++, C#, Python, XML.
- ♦ Game & Interactive Development: Unity (PC / Mobile / VR), Cinemachine, gameplay scripting, UI systems, interaction design.
- ♦ Multimedia & Design: Adobe Premiere Pro, Jianying, game UI design, 3D modeling, computer graphics fundamentals.