

Ms. Hu Xinjie

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WORK EXPERIENCE

Technical Assistant | Industrial Light & Magic

July 2017 – Now

- Provided daily technical support across departments in studio, worked closely with CG supervisor/ production/ CG artists to ensure multiple projects run smoothly and get delivered as scheduled
- Monitored Linux/Windows render farm and assisted artists troubleshooting and help resolve render issue
- Wrote Clarisse resource allocation script to adjust licenses/hardware resource distribution and reprioritize renders to ensure resource utilization and target renders priority
- Improved in-house pipeline tools to expedite workflow based on project specific requirements, wrote 3D software plugins/scripts to automate certain routine to support artists work efficiently
- Applied new metric collection functions on data derive script on Elasticsearch and visualized stats data using Kibana/Graphite/Grafana
- Enrolled in post-production projects like: Aquaman, Solo: A Star Wars Story, Ready Player One.

Flying Chalks UI/UX Design Intern

Aug 2016 – Nov 2016

- Designed advertisement posters for China mainland and Taiwan
- Assisted in changing/redesigning UI of official website home page to metro style

PROJECTS EXPERIENCE

MAGIC Game Challenge 2016 First Prize Winner

Aug 2016 – Nov 2016

<http://magic.ntu.edu.sg/news/1-latest-news/391-magic-game-challenge-2016>

- Collaborated with a team of 7, designed 3D tower defense game based on Unity 3D engine
- Designed 5 main characters and 4 towers modeled 4 characters and 3 towers for 4 levels (Maya)
- Produced a 139-seconds trailer based on AE

Mesh Viewer Development

Oct 2016 – Nov 2016

- Developed a mesh viewing tool with OpenGL in C++ (adopted glui for UI design)
- Increased efficiency of render process by adopting nested algorithm in the calculation of surface normals
- Succeeded in displaying arbitrary 3D models in 4 types of render method

China National Scientific Research Project

May 2014 – Jun 2016

Hyperspectral Image Classification using Sparse Representation in Face of the Small Sample Size Problem

- Co-operated with a team of 4, compared sparse representation method in data classification with SVM
- Reduced multi-dimensional data to 70% by merging spectral and spatial information
- Adopted Support Vector Machine in establishing overcomplete dictionaries

DMSP/OLS data and Cellular Automata Research

Mar 2015 – Jun 2015

- Extracted valid DMSP/OLS nighttime light data of Hangzhou bay
- Increased prediction accuracy by combined Markov model with traditional GIS model

EDUCATION

Nanyang Technological University, Singapore (GPA: 4.00 / 5.00)

Jul 2016 – Jun 2017

MSc. In Digital Media Technology

Specialization: Game Design & Virtual Reality

Wuhan University, Wuhan, China (GPA: 3.42 / 4.00)

Sep 2012 – Jun 2016

BSc. In Geographic Information System

Specialization: Computer Graphics & Digital Image Processing

ACHIEVEMENTS AND ACTIVITIES

First Prize Winner of MAGIC game Challenge 2016

Aug – Nov 2016

AIESEC Volunteer

Dec 2016 – Jan 2017

The 2nd Prize of National Scholarship

Dec 2014, Dec 2015

Vice Chairman of Student Union

Jun 2013 – May 2014

SKILLS

- Python, C++, Linux Shell Scripting, ELK, JavaScript, MEL
- Unity3D, Maya, CorelDRAW, Adobe Premiere CC2017, Adobe AE CS6,