

# Ximing Yu

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## EDUCATION

Duke Kunshan University & Duke University (Dual Bachelor's Degrees)

Expected  
Graduation: 2027  
Kunshan, China &  
Durham, NC, USA

B.S. in Computer Science (DKU)

B.S. in Interdisciplinary Studies – Computation & Design (Duke University)

- GPA: 3.6/4.0
- Scholarship: UGRD Entrance Scholarship
- Relevant Coursework: Data Structures & Algorithms, Computer Architecture, Probability & Statistics, Linear Algebra, Calculus, Motion Design, 3D Modeling, Interaction Design

## RESEARCH EXPERIENCE

Discussing the Feasibility and Ethics of "Digital Immortality" through AI-Based Games

06/2024 – Present

*Research Assistant*

Kunshan

- Collaborated on a 3D first-person narrative puzzle RPG focused on the feasibility and ethics of "Digital Immortality."
- Utilized Unity and Blender for game design and asset creation.
- **Technical Lead (AI)**: Integrated **Coze API** and workflows into Unity to power NPC interactions, replacing static scripts with real-time AI agents for dynamic dialogue and voice synthesis.
- Currently conducting user pre-surveys and game finalization to analyze player feedback on digital immortality concepts.

## INTERNSHIP EXPERIENCE

Shanghai Yasi AI Technology Co., Ltd.

07/2025 – Present

*Co-Founder & PM*

Shanghai

- Participated in company registration, structural design, and established the operational model for AI+Education outsourcing projects.
- Project Manager: Managed client communication and drafted product documentation for a "Historical Digital Human Agent" for a middle school using the **Coze platform** (Web SDK).

Guangdong Chance3D Visual Technology Co., Ltd.

07/2025-08/2025

Metaverse Dept.

Guangzhou

*Intern*

- Contributed to digital tourism projects through market research, content planning, and client presentations.
- Assisted in AR scene production using **Unity** and **Blender**, specifically configuring **Rokid AR** environments and libraries.
- Served as a **Prompt Engineer**, using **Keling** and **Coze** to generate conceptual visualization videos to improve cross-team communication.

**Division of Natural and Applied Sciences (DNAS), DKU**

06/2024 – Present

*New Media & Events Assistant*

Kunshan

- Designed academic posters for major fairs and lectures using **Canva** and **Adobe Photoshop**.
- Designed visual identities/logos for the DKU Optics Lab and Brain Hub using **Procreate**.
- Launched branded merchandise (notebooks, power banks, etc.) for department events, receiving high praise from participants.

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**CAMPUS ACTIVITIES & LEADERSHIP**

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**AI Club, Duke Kunshan University**

01/2025-12/2025

*Media Group Lead*

Kunshan

- **Managed**, organized, and allocated media group tasks and coordinated department workflows; responsible for recruitment and member orientation.
- **Designed** theme posters for events such as "AI and the Film Industry" lectures and Diffusion Workshops using Canva, successfully attracting participants through creative and artistic designs.
- **LinkedIn Account Manager**: Drafted event summaries and core takeaways after club activities; edited and published LinkedIn updates to expand the club's influence and present recent activities to the public.

**Computer Science Club, Duke Kunshan University**

01/2025-12/2025

*Media Group Lead*

Kunshan

- Collaborated in the planning, coordination, promotion, and execution of **HackDKU**, a large-scale hackathon event co-hosted by multiple clubs; secured support from **AWS and SnapGene**, resulting in a successful event with widespread positive feedback.
- Managed, organized, and allocated media group tasks and coordinated department workflows; responsible for recruitment and management communication.

**Kunqu Opera Club, Duke Kunshan University**

09/2023 – Present

*Active Member*

Kunshan

- Organized the 2024 new member recruitment drive; designed recruitment posters using Photoshop and managed club booths at the club fair to attract more students.
- Assisted in organizing and participating in club activities, including performing in Kunqu Opera excerpts; played the role of "Chunxiang" in The Peony Pavilion at multi-school exchanges

**Board Game Club, Duke Kunshan University**

09/2023 – Present

*Active Member*

Kunshan

- Actively participated in diverse club activities and played various board games, including Werewolf, Splendor, Rainbow Sequence, Avalon, etc.

**Science 24 Hours Monthly Magazine**

06/2024

*Published Author*

Zhejiang

- Published original science fiction work "Fantasy Utopia."

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**SKILLS**

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- **Languages**: Chinese (Native), English (Fluent).
- **Programming**: Python, Java, C# (Beginner).
- **Software**: Adobe (Photoshop, After Effects, Premiere); Procreate (Dreams); Canva; Touch Designer; Unity.

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**More information on my personal website (still establishing):** <https://www.ximingfish.work/>

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