

Hello,
I'm Yutong Jiang

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Education

SEPTEMBER 2020 - MAY 2024

University of Wisconsin-Madison, Madison, WI- *Bachelor of Science*

Cartography & Geography Information System

- Courses: Programming for Geocomputing & Geospatial Big Data Analysis; Graphic Design and Storytelling in Cartographic Representation; Web Programming for Interactive Cartography & Geovisualization; Spatial Database Design and Development; Application of GIS in Planning; Quantitative Methods for Geocomputing.

Digital Studies Certificate

- Courses: Digital Communication and Digital Presentation; Visualizing Science & Technology; Graphic Design; Three-Dimensional Design; Video Games & Video Games Culture

Relevant Experience

FEB 2023

UW-Madison Cartography Lab Design Challenge 2023 - *Design Challenge 2023 - Visualizing the evolution of the Great Plains*

- Collaborate with group members to create a storytelling based presentation of the model surface runoff and erosion on Nebraska tablelands of the Great Plains and evaluate human impacts.
- Produce map and geovisualization images of the evolution of the Great Plains using R and arcgis.
- Give presentation and research summarize about the Nebraska plain wind and water erosion report.

SUMMER 2022

Sinovation Ventures Design assistant in DeeCamp Artificial Intelligence Training Camp and Innovation Competition, Beijing, China - *Group Design Assistant*

- Cooperate with four group members, using Artificial Intelligence and programming languages to explore the using of AI algorithms.
- Using Adobe illustrator to design a twenty-page-presentation of the group project.
- Record the project details presentation video and do the online presentation of the project.

SUMMER 2022

UW-Madison Ability - *HCI Research - Undergraduate Research Assistant*

- Participated in a study on helping visually impaired people solve wayfinding problems through AR landmark navigation system.
- Participated in the early theoretical research and literature summary of the theory of the experiment.
- Participate in on-site wayfinding experiments for the visually impaired, record key information of each experiment and discuss experimental improvement plans.
- Use the 3D modeling software Blender to make 3D models of different landmarks and import them into Unity to create 3D landmarks in AR system.

FEB 2022

UW-Madison Cartography Lab Design Challenge 2022 - *Design Challenge 2022 - K5 Geography Curriculum Development*

- Cooperate with three group members, discuss and explore the feasibility of geography knowledge in K5 courses.
- Draw hand-painted map example to provide curriculum map examples and design outdoor activities leaning planning for elementary school teachers.
- Give presentation about the course concept, required teaching knowledge and teacher's teaching plan.
- Design and provide necessary power point, teaching guide, and outdoor activity arrangements related to cartography and geography education in elementary school

SUMMER 2021

Shanghai City GIS Developing Co.,Ltd, Shanghai, China - *Data Labeling and Map Digitizing Intern*

- Utilized ArcMap and ArcGIS Pro to digitize a printed map and create a digital street map of Shanghai.
- Combined the digital map with relevant datasets to enhance its accuracy and completeness.
- Enhanced knowledge of cartographic principles and best practices for creating accurate and visually appealing digital street maps; operated image annotation software to enhance map elements and provide valuable information for users.

Awards

2022

49th Annual CaGIS Map Design Competition - *Arthur Robinson Award Honorable Mention*

- My printed thematic map "Where's Your Next Race? Discover Amazing Marathon Races In Mainland U.S." won the honorable mention of 49th Annual CaGIS Map Design Competition for printed map.