

Nan YE

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2003-02



EDUCATION

Huaqiao University	Sep 2020 - Jun 2024
Software Engineering Undergraduate / Bachelor's Degree	
Awards:	
- First-Class Scholarship, Huaqiao University, December 2023 - Second-Class Prize, Challenge Cup Competition, Huaqiao University, November 2022	
The Hong Kong Polytechnic University QS Top100	Sep 2025 - Present
Metaverse Technology Postgraduate / Master's Degree	

INTERNSHIP EXPERIENCE

CHERY	May 2026 - Present
Project Management Intern	
Project Coordination: Supported Robotaxi project scheduling, milestone tracking, and cross-functional collaboration between R&D and testing teams. Jira & Quality Management: Managed issue lifecycle tracking and built reminder mechanisms to improve defect resolution efficiency. Resource Management: Assisted in vehicle resource planning, cost tracking, and project risk monitoring.	
XGRIDS	Jan 2026 - May 2026
Project Management Intern	
Agile Delivery: Managed product iteration and parallel project delivery, coordinating 5 teams and tracking 30+ requirements. Risk Management: Controlled milestones, resources, and delivery risks to ensure on-time release. AI-driven Process Optimization & Data Analysis: Leveraged AI tools to improve project workflows, developed efficiency-enhancing solutions for team processes, and analyzed Bug tracking data to identify issue patterns and optimize defect management.	
Keendata	Apr 2025 - Aug 2025 Shenzhen
Data Development Intern	
- Assisted in big data cluster setup and environment deployment. - Developed a Java-based notification module to improve user messaging efficiency. - Supported bug fixing and troubleshooting tasks under senior engineers' guidance.	
Quanzhou Huachuang Information Service Co., Ltd.	Mar 2024 - Apr 2024
Product Manager Intern	
- Designed software prototypes and collaborated with team members to ensure project milestones were met. - Involved in database design and simple front-end development, gaining comprehensive insights into the product lifecycle and development process.	

PROJECT EXPERIENCE

AI-powered Project Management Tool Design	Feb 2026 - May 2026
Task: Designed PM platform by interviewing 30+ R&D members and analyzing 87 insights, defining 5 core modules and MVP roadmap. Action: Built AI-enabled workflows with 4 LLM scenarios (risk alerts, report generation, progress prediction, reminders), achieving 85% accuracy and 20% efficiency improvement. Result: Managed Agile delivery of 45 tasks, launched MVP 2 days ahead of schedule, and achieved 4.6/5 satisfaction among 20+ users.	
XR Virtual Museum System Based on Unity and XR	Nov 2025
Objective: Developed an immersive XR virtual museum application centered on multi-scene exploration and interactive storytelling, enabling users to navigate different historical spaces. engaging learning experiences through spatial interaction. Development: Participated in core system implementation, including Unity scene development, interaction logic design, task triggering, fragment collection, and spatiotemporal traversal in the Ancient Egypt and Ancient China scenario. Result: Delivered a functional prototype supporting immersive exploration, mission interaction, and scene switching.	
Action Quality Assessment Based on Transformers	Jun 2024
Objective: Designed a video-based framework for objective sports action quality assessment, including evaluation goals, metrics, and system architecture. Modeling: Reproduced a Transformer-based AQA model and conducted comparative experiments with a baseline model under the same dataset and evaluation settings. System & Analysis: Built a Python/Flask prototype supporting video input, model inference, and score output. Visualized evaluation results and summarized experimental findings for thesis defense and project presentation.	

SKILLS

- Skills:** Excel ,SQL, Python, Linux, Three.js, Unity, JAVA, Scrum
- Languages:** IELTS 6.5