

## MASTER STUDENT

Educatio	n	
MS COMPUTE	4.0 <b>TOEFL-iBT</b> 108/120 (R30,L30,S25,W23)	Beijing 2021 - 2024
_	Iniversity of Science and Technology	Wuhan
• <b>CET4</b> 672/	R SCIENCE (100 (3.99/4.0), <b>Ranking</b> 3/320 710 <b>CET6</b> 582/710 risor: Prof. Lin Gao, Prof. Hongxing Guo	2017 - 2021
Publicati	ons	
	Jie Yang, Kaichun Mo, Yu-Kun Lai, Leonidas J. Guibas, Lin Gao*. 2023 ation via Deep Reinforcement Learning. <i>ACM Transactions on Graphics</i> (	
	Tong Wu, Yong-Liang Yang, Yu-Kun Lai, Lin Gao*. 2023. SOL-NeRF: Susition and Relighting. In <i>SIGGRAPH Asia 2023 Conference Paper</i> .	ınlight Modeling for Outdoor Scene De-
	n <b>-Mu Sun</b> , Yu-Kun Lai, Lin Gao*. 2023. DE-NeRF: DEcoupled Neural Radi iting and High-Frequency Environmental Relighting. In <i>SIGGRAPH 2023</i>	
for 3D I	<b>Mu Sun</b> , Kaichun Mo, Yu-Kun Lai, Leonidas J. Guibas, Jie Yang. 2023. Sndoor Scene Generation with Fine-Grained Geometry. In <i>IEEE Transa</i> ence (IEEE TPAMI), 45(7): 8902-8919 (2023).	
Professio	onal Experience	
2020	Intern Game Engine Developer, Tencent(Guangzhou)	
Awards, F	Fellowships, & Grants	
2022		
2021 2020	<b>Excellent Thesis Award</b> , Huzhong University of Science and Technolo <b>Honor Student of Qiming Collage</b> , Huzhong University of Science an	<u> </u>
2019	Undergraduate National Scholarship, China	id recimology
Outreach	n & Professional Development	
SERVICE AN	ID OUTREACH	
2018-2020 2018-2020		