

# Zhuang Guan

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## EDUCATION

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University of Electronic Science and Technology of China, Chengdu, P.R.China

2017.9 - 2018.6 School of Computer Science and Engineering (Undergraduate)

2016.3 - 2018.6 Yingcai Honors College of UESTC (top 10% of students can apply to be a member)

2015.9 - 2016.1 School of mechanical and Electrical Engineering

GPA: 3.96/4.0 AVG.SCORE: 91.27/100 RANKING: 2/294

## PROJECTS

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TINYOS	[C & x86 asm] An operating system for x86 single-core computer <ul style="list-style-type: none"><li>OS kernel equipped with modules of thread scheduling, process management, inter-process messaging, keyboard driver and file system</li><li>Shell-like user interface and basic applications (cat, ls, text editor, ...)</li></ul>
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VOXELW	[C++] A real-time voxel world renderer <ul style="list-style-type: none"><li>Procedural land generation based on Perlin noise and Voronoi diagram</li><li>Global illumination model for voxel scene, supporting unlimited number of light sources and fast ambient occlusion</li><li>Skeleton animation and a tool for combining multiple animation file into one in user-defined format</li></ul>
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OWE	[C++] A zero-overhead shader framework for DirectX11 <ul style="list-style-type: none"><li>Flexible rendering pipeline specified by C++ template parameters</li><li>Shader resource management based on D3D reflection</li></ul>
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ELM	[C] An interpreter of a statically typed programming language <ul style="list-style-type: none"><li>Incremental garbage collection</li><li>Higher-order function and closure</li></ul>
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## ACTIVITIES

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2017	National Undergraduate Training Program for Innovation and Entrepreneurship (member) <ul style="list-style-type: none"><li>Implemented the model generation algorithm for shadow art sculpture (Niloy J. Mitra &amp; Mark Pauly, 2009)</li></ul>
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## HONORS AND AWARDS

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2016 Outstanding Student Leader

2016 Dongguan Hi-tech Zone scholarship

2017 People Scholarship (Third-Class)

2017 The second prize in China Undergraduate Mathematical Contest in Modeling

## TECHNICAL SKILLS

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Advanced:	C, C++
Intermediate:	Python, Matlab, Java, x86 Assembly, DirectX11, OpenGL3.+
Basic:	Rust, Linux, $\LaTeX$

## LANGUAGES

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Mandarin: Native English: Fluent (TOEFL: 104)