












Education

Nanjing University	College of Engineering and Applied Sciences	Nanjing, Jiangsu
Doctor of Philosophy	Optical Engineering	Q.E. – Top 15% 
Dissertation: “Analytic 3D vector linear non-uniform & nonlinear Fourier crystal optics in arbitrary $\bar{\epsilon}, \bar{\chi}$ dielectrics”		Nonlinear Fourier Optics  – 2025.06
Master’s Studies	Quantum Electronics	Courses Score – 93.5 
		THz OAM Source  – 2022.06
Northeastern University	School of Physics, College of Science	Shenyang, Liaoning
Bachelor of Science	Applied Physics	GPA Rank – 1/400 
Thesis: “Research & design of nonlinear holography based on lithium niobate 3D nonlinear photonic crystal”		DDTank Aimbots  – 2020.06
Freshman in College	Science	Sichuan Prov. – Top 2% 
		3 e-books with C++  2016.09 –

Research Projects

Vector Nonlinear Fourier Crystal Optics	Solving $[(\nabla \times)^2 - k_0^2 \bar{\epsilon} \cdot] \mathbf{E}(\mathbf{r}) = k_0^2 \bar{\chi} : \mathcal{F}_\omega^{-1} [\tilde{\mathbf{E}}_p \tilde{\mathbf{E}}_p](\mathbf{r})$ analytically 2023.05 –
	<ul style="list-style-type: none">• First & fastest white box solver ever for this inhomogeneous $\mathbb{C}_\lambda^3(\mathbb{R}_\lambda^3)$ wave equation<ul style="list-style-type: none">◦ or other similar equations, with unprecedented efficiency-accuracy product• No competitors for the time being: other methods or software including<ul style="list-style-type: none">◦ k-space RK4, pseudo-spectral, SSF, Green’s Function methods, FDTD, COMSOL...• Reproduced well-known papers, all of which provide either zero or wrong theory:<ul style="list-style-type: none">◦ Nat.Photo. #proven theoretically wrong by this project #femtosecond pump◦ O.E. #Bloembergen’s legacy2 #experiment O.M.E. #z-component◦ O.E. Q.E. #high N.A. #$\bar{\chi}$ anisotropy <div>decks 1 2 3 ... </div>
Complex Vector Linear Fourier Crystal Optics	Analytic $\mathbf{E}(\mathbf{r}) \in \mathbb{C}_\lambda^3(\mathbb{R}_\lambda^3)$ to $[(\nabla \times)^2 - k_0^2 \bar{\epsilon} \cdot] \mathbf{E}(\mathbf{r}) = \mathbf{0}$ where $\epsilon_{ij} \in \mathbb{C}$ 2023.02 –
	<ul style="list-style-type: none">• Drawing insights from PRS.A. #M.V.Berry’s legacy A.O.P. A.P.B. J.QSRT.• Next generation will come really close to the exact solution with highly !hermitian $\bar{\epsilon}$• Reproduced well-known papers, some are purely experimental (too hard to model):<ul style="list-style-type: none">◦ J.O.S.A. #Bloembergen’s legacy1 J.O. O.M. O.M. J.O. L.P.R.◦ JOSA.A. O.E. #tightly focus #$\bar{\epsilon}$ anisotropy Light.Sci.App. O.E. <div>decks 1 2 3 ... </div>
Real Scalar Nonlinear Fourier Crystal Optics	Closed-form $E_3(\mathbf{r}) \in \mathbb{C}(\mathbb{R}_\lambda^3)$ in $[\nabla^2 + k_3^2] E_3(\mathbf{r}) = -k_{03}^2 \chi(\mathbf{r}) E_1(\mathbf{r}) E_2(\mathbf{r})$ 2022.02 –
	<ul style="list-style-type: none">• Solving this multivariable/field nonlinear convolution equation on my own• Strong alternative to Green’s Function, pseudo-spectral, split-step Fourier methods• Reproduced well-known papers & models with maximum accuracy & efficiency:<ul style="list-style-type: none">◦ P.R.L. #Green P.R.L. #experiment #quantum P.R.L. #experiment #scatter P.R.L.◦ L.P.R. #SSF #quantum Matlab #RCWA A.P.L. #femtosecond pump◦ O.L. P.R.A. <div>decks 1 2 3 4 ... </div>

Scientific Activities

[3] The 4th Nanjing University Doctoral Interdisciplinary Innovation Forum	Nanjing, Jiangsu
“Analytic vector linear & nonlinear Fourier crystal optics in arbitrary $\bar{\epsilon}, \bar{\chi}$ dielectrics” Talk [slides]	2024.05.30
[2] 2023 CSOE-NJU ¹ Book Club Meeting & Sharing Session	Nanjing, Jiangsu
“A guided tour to Ray & Wave Optics Simulation” Talk [slides]	2023.12.09
[1] Academic Café Salon of the Research Group	Nanjing, Jiangsu
“Bi-directional notes on Nonlinear Optics in a roam-like app: RoamEdit” Talk [*.pdf]	2021.05.21

Publications

In preparation:

- [1] C. Xie and Y. Zhang, *Nonlinear angular spectrum theory*, (2025)

Journal article:

- [4] C. Xie and Y. Zhang, *Analytic 3D vector non-uniform fourier crystal optics in arbitrary $\bar{\epsilon}, \bar{\chi}$ dielectric*, (Dec. 25, 2024) <http://arxiv.org/abs/2412.17224> (visited on 01/01/2025), pre-published
- [3] X. Yang, Q. Yu, X. Xu, S. Chen, C. Xie, S. Zhu, M. Xiao, and Y. Zhang, *Spontaneous parametric downconversion in a laser-poled lithium niobate nonlinear photonic crystal with nanoscale resolution*, *Optics Letters* **49**, 5799–5802 (2024)
- [2] P. Chen, X. Xu, T. Wang, C. Zhou, D. Wei, J. Ma, J. Guo, X. Cui, X. Cheng, C. Xie, S. Zhang, S. Zhu, M. Xiao, and Y. Zhang, *Laser nanoprinting of 3D nonlinear holograms beyond 25000 pixels-per-inch for inter-wavelength-band information processing*, *Nature Communications* **14**, 5523 (2023)
- [1] J. Guo, Y. Zhang, H. Ye, L. Wang, P. Chen, D. Mao, C. Xie, Z. Chen, X. Wu, M. Xiao, and Y. Zhang, *Spatially Structured-Mode Multiplexing Holography for High-Capacity Security Encryption*, *ACS Photonics* **10**, 757–763 (2023)

Software copyright:

- [4] C. Xie, *Stardust DDTank charge-mode auxiliary tool.apk*, [Ver 1.0], ID. 2019SR0530474, Beijing, China.
- [3] C. Xie, *Stardust DDTank drag-mode auxiliary tool.exe*, [Ver 1.0], ID. 2019SR0390880, Beijing, China.
- [2] C. Xie, *Stardust DDTank-Browser auxiliary tool.exe*, [Ver 1.0], ID. 2019SR0435497, Beijing, China.
- [1] C. Xie, *Stardust DDTank-mobile auxiliary tool.exe*, [Ver 1.0], ID. 2019SR0390310, Beijing, China.

Academic Focus

Next generation high N.A. 3D vector non-uniform analytic linear & nonlinear Fourier crystal optics	2024.06 –
!Paraxial k_0^ω High N.A. 3D vector non-uniform analytic linear & nonlinear Fourier crystal optics	2024.03 –
Emphasizing G_{xyz}^ω 3D vector non-uniform analytic linear & nonlinear Fourier crystal optics	2023.12 –
Involving $\bar{\chi}^{(2)}$ anisotropy Vector non-uniform analytic linear & nonlinear Fourier crystal optics	2023.06 –
!Unitary $G_\omega^\pm \Leftarrow$!Hermitian $\bar{\epsilon}_r^\omega \Rightarrow$ Non-uniform analytic linear & nonlinear Fourier crystal optics	2023.03 –
Solution E_ω^\pm to $(\nabla^2 + k_{\omega\pm}^2)E_\omega^\pm \propto P_{\omega\pm}^{(2)}$ Analytic linear & nonlinear Fourier crystal optics	2022.09 –
Solution $\mathcal{F}[E_3] = \mathcal{F}[f(\mathcal{F}^{-1}[\cdot])]$ to the Eq. below Nonlinear angular spectrum theory for SFG	2022.06 –
Solution $\mathcal{F}[E_3] = \iiint \cdot$ to $(\nabla^2 + k_3^2)E_3(r) \propto P_3^{(2)}(r)$ Nonlinear convolution solution to SFG	2022.03 –

¹The Nanjing University student branch of the Chinese Society for Optical Engineering

Honors & Awards

Academia	Doctoral Interdisciplinary Forum (Oral)	2nd place		¥1,000	Nanjing	U.	2024.05
	Doctor's Qualification Exam (Oral)	Excellent		Top 15%	Nanjing	U.	2024.01
	Bachelor Thesis & Defense	Excellent		1/90	Northeastern	U.	2020.06
Competition	NJU 1st Most Beautiful Notes Comp.	2nd place		¥500	Nanjing	U.	2024.09
	Three Provinces Achievement Expo	Exhibition		Leader	Three	Prov.	2019.10
	"Challenge Cup" Tech Competition	Grand prize		Leader	Liaoning	Prov.	2019.06
Scholarships & Fellowships	Academic Fellowship	1st class		¥56,000	Nanjing	U.	2020-25
	"Jinchuan" Scholarship	1st place		¥5,000	Northeastern	U.	2019.04
	Academic Scholarship	1st place		¥2,000	Northeastern	U.	2018.06
	Entrance Scholarship	3rd place		¥5,000	Leshan No.1	H.S.	2013.09
Honors & Titles	Graduation with Honor	Outstanding			Northeastern	U.	2020.07
	League Member	Excellent			Northeastern	U.	2019.11
	Undergraduate Student	Excellent			Northeastern	U.	2018.12
Memberships	Chinese Society for Optical Engineering	Member			Nanjing	U.	2021-25
	"Qian Sanqiang" Talent Class	Head			I.H.E.P.		2017-20

Personal Projects

Behind NLAST ²	0 → 1 : Techniques crafted from scratch in my acedemic project : NLAST	2022.02 –
	<ul style="list-style-type: none">Managed to realize <i>tree</i>-print feature in CMD lines without knowing <i>any tree</i>-packages<ul style="list-style-type: none">in order to visualize run-time <i>Call Stack</i> with <i>buried checkpoints</i> & display <i>crucial info</i>to understand the <i>hierarchical structure</i> of my code from a more <i>abstract</i> perspectiveEnabled CPU <i>multi-threads</i> to accelerate <i>for loops</i> in python while preserving the <i>loops'</i> order<ul style="list-style-type: none">Implemented through utilizing the <i>producer-consumer model</i> (producer = thread pool)Allow users to select which parts of the codes in the <i>for loops</i> to <i>parallelize</i> in CPUTransform <i>multi-layer for loops</i> into <i>nested multi-threads</i>: each thread = a new thread pool<ul style="list-style-type: none">Adaptive vertical iters & horizontal sums: ensuring the optimal speed-accuracyFuture model will move away from <i>python</i> as the primary language & shift to GPU<ul style="list-style-type: none">Favoring GPU is driven by "<i>fields</i> in physics = <i>arrays/matrices</i> in math/programs"Tech Stack: Jax, Bend or Mojo? → Julia/Rust + CUDA & webGL2/w(eb)GPU!Decided to try some existing packages developed by flatiron instituteDeveloped a log file system to track & record the operating status for debugging<ul style="list-style-type: none">to output script parameters (<i>**kwargs</i>) for rapid reproducibility of data in the futureto store data files & folders, and their metadata for swift data import and reutilizationAchieved automatic skipping of functions that return repeated values stored in memory<ul style="list-style-type: none">via <i>@decorators</i>: let precomputation assess whether to execute the decorated functionWrap <i>matplotlib</i> into <i>plot_1d</i>(, <i>_2d</i>, <i>_3d</i>, <i>.gif</i> ...) for data visualization<ul style="list-style-type: none">also sped up by customized multi-threading ...	Matlab Mathematica JavaScript Python

²Non-linear Angular Spectrum Theory (= Nonlinear Fourier Optics in [Research Projects](#))

\LaTeX Backlinks	Auto margin backlinks to Equations, Figures, Tables, and References for \LaTeX <ul style="list-style-type: none"> Patched amsmath, backref, hypcap, natbib... packages with the help of Perplexity.AI This challenging but fruitful endeavor of “embedding anchors” marks a giant leap → toward my quest to attain a fully integrated bi-directional linking system 	– 2024.07 \LaTeX
LabView Projects	BB84 QKD protocol simulation & distributed optical fiber sensing <ul style="list-style-type: none"> Verified the information security of photon_polarization_state-related BB84 protocol Visualized the distribution of anomalies along the fiber optic cable from user data 	– 2021.06 LabView
Hanging Assist	AFK/Bot script for game 「Duel City」 — a knock-off 「Yu-Gi-Oh」 <ul style="list-style-type: none"> Automatic matching: Players (PVP), NPCs (PVE) Automatic switching: Multiple accounts supported + Anti-disconnection Display program stages: Real time understanding of current software state Stackable record: Incrementally output history for every hang-up to the log file.ini → which is also loaded as the configuration file for the next boot → to restore the program state from the last exit 	– 2020.04 EPL
Extended 1A2B	A Code-breaking Game 「Bulls and cows」 : Guessing 4 digits → 1-9 digits <ul style="list-style-type: none"> Hardware - MicroController (C8051F350.h) version of Original 1A2B: Guessing 4 numbers Software - VC++6.0 version of Upgraded 1A2B: Guessing 1-9 numbers 	– 2019.09 Keil.C C++
DDTank Aimbots	An inverse solving toolkit for a projectile game similar to 「Angry Birds」 <ul style="list-style-type: none"> Established an aerodynamic model with air resistance $R = -kv$ for the game DDTank → by solving $v' \propto R + F$, where driving force $F = \text{gravity } G + \text{wind force } W$ → which lead to the core transcendental equation $1 - e^{kt} + kt = k^2 M(F; \Delta r, \hat{v}_0)$ → that can be numerically solved by Newton's method for t with given $k, F; \Delta r, \hat{v}_0$ → Finally, for each $\Delta r, \hat{v}_0$, one can obtain corresponding initial velocity $v_0(k, F; t, M)$ → after k, F are determined (by the game engine itself) → v_0 ends up the very info required to accurately hit an enemy at a distance of Δr from you Software Features: multi-OS/end, multi-hit_mode, multi-trajectory, multi-thread supported → Multi-OS: classic Web game on Windows, Mobile game on Android & Android Emulator → Multi-hit_mode: charge-mode for value v_0, drag_mode (like angry birds) for extended curve → Multi-trajectory: predicts up to $6 = (1 + 2) \cdot 2$ trajectories for the player: split 3 + backward 3 → Multi-threading: succeeded in coordinating multiple timers to implement multi-threading Capturing game data semi-automatically with computer vision purely → call <code>dm.findmulticolorEX()</code> in <code>dm.dll</code> for pixel-level monitoring 	– 2018.04 VBA Excel E4A EPL

Three e-books	<p>Freely explored math, physics, and programming with raw intellect – 2017.09</p> <ul style="list-style-type: none"> Book 1: mainly on mathematics, some intriguing chapters are: <ul style="list-style-type: none"> Multinomial theorem: $(\sum_{i=1}^n a_i)^m = \sum \frac{m!}{\prod_{i=1}^n b_i!} \prod_{i=1}^n a_i^{b_i}$ over $\{b_i \geq 0\}$, where $\sum_{i=1}^n b_i = m$ Strive to get the general formula for the n-th derivatives $f(g(x))^{(n)}$ of a composite function Connection between the sums of certain series and the indefinite integrals of their terms Explaining Euler's formula $a + b - c = n$ through topology Retracing the birth of the determinant calculation rules Book 2: up to 12 programs designed to solve mathematical / physical problems <ul style="list-style-type: none"> Multinomial theorem \implies Microstate count $\Omega_l = \frac{(g_l + a_l - 1)!}{(g_l - 1)! a_l!}$ of Bose-Einstein systems All solutions $\{b_i\}$ that meet the condition $\sum_{i=1}^m i \cdot b_i = m$ of the Faà di Bruno Formula Deep recursion algorithms for partition number $P(n)$ & the two aforementioned contexts General solution $\{x_i\}$ of multivariable linear Diophantine equation $\sum_{i=1}^n a_i \cdot x_i = b$ Complete solution v_{\max}, v_{\min} to the Double Comb/Ruler problem Minimum integer solution x, y of linear Diophantine equation $a \cdot x + b \cdot y = c$ Book 3: geometry-related mathematics & physics <ul style="list-style-type: none"> Spherical trigonometry: from which I designed a non-Euler_angle rotation operator for NLAST <ul style="list-style-type: none"> which converts direction θ, ϕ of a 3D real vector v between two coordinate systems Special relativity: Had it been animated (by Manim?), it would have looked stunning 	– 2017.09
Rulesmd.ini	<p>Modified rules.ini of 「Red Alert II」's 17 mods – 2016.09</p> <ul style="list-style-type: none"> Conflict-free key-value pairs, game-easing buildings, cooldown-free teleporting minecarts Mental Omega v3.3.6: the modified rulesmo.ini for mo-3.3.6 has now been added 	– 2016.09
Static Web Pages	<p>Personal website containing decryption elements – 2014.05</p> <ul style="list-style-type: none"> All of these constitutes the exploration, shouting, and wandering of that personal period <ul style="list-style-type: none"> clues for cracking password, modifying game files (e.g. Stranded II, Star Wolves 3) bi-directional links between pages, space exploration, hand-picked background music Explore freely until you decrypt the password and unlock the hidden webpages <ul style="list-style-type: none"> Solve the riddle! Or you'll be stuck here: in the middle of nowhere forever! 	– 2014.05

Historical Details

Doctoral	Activities	Academia	24 – 27	2022.09 – 2025.06
Postgraduate	Activities	Courses	22 – 24	2020.09 – 2022.06
Undergraduate	Activities	Courses	18 – 22	2016.09 – 2020.06
Senior-high-school	Activities		15 – 18	2013.09 – 2016.06