














Nanjing University	College of Engineering and Applied Sciences	Nanjing, Jiangsu
Doctor of Philosophy	Optical Engineering	Q.E. – Top 15%  Nonlinear Fourier Optics  – 2025.06
Dissertation: “Analytic 3D vector linear non-uniform & nonlinear Fourier crystal optics in arbitrary $\bar{\epsilon}$ , $\bar{\chi}$ dielectrics” 		
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  DDTank Aimbots  – 2020.06
Thesis: “Research & design of nonlinear holography based on lithium niobate 3D nonlinear photonic crystal”  		
Freshman in College	Science	Sichuan Prov. – Top 2% 3 e-books with C++  2016.09 –

PERSONAL PROJECTS

Behind NLAST <sup>1</sup>	0 → 1 : Techniques crafted from scratch in my acedemic project : NLAST	2022.02 –
<ul style="list-style-type: none"><li>Managed to realize <i>tree</i>-print feature in CMD lines without knowing <i>any tree</i>-packages<ul style="list-style-type: none"><li>in order to visualize run-time <i>Call Stack</i> with <i>buried checkpoints</i> &amp; display <i>crucial info</i></li><li>to understand the <i>hierarchical structure</i> of my code from a more <i>abstract</i> perspective</li></ul></li><li>Enabled <i>multi-threads</i> to accelerate <i>for loops</i> in python while preserving the <i>loops’ order</i><ul style="list-style-type: none"><li>Implemented through utilizing the <i>producer-consumer model</i> (producer = thread pool)</li><li>Allow users to select which parts of the codes in the <i>for loops</i> to <i>parallelize</i> in CPU</li><li>Transform <i>multi-layer for loops</i> into <i>nested multi-threads</i>: each thread = a new thread pool</li><li>Future model will move away from <i>python</i> as the primary language &amp; shift to GPU<ul style="list-style-type: none"><li>Favoring GPU is driven by “<i>fields</i> in physics = <i>arrays/matrices</i> in math/programs”</li><li>Haven’t decided which to employ: CUDA, Jax, webGL2, webGPU, Mojo or Bend?</li></ul></li></ul></li><li>Developed a log file system to track &amp; record the operating status for debugging<ul style="list-style-type: none"><li>to output script parameters (<i>**kwargs</i>) for rapid reproducibility of data in the future</li><li>to store data files &amp; folders, and their metadata for swift data import and reutilization</li></ul></li><li>Achieved automatic skipping of functions that return repeated values stored in memory<ul style="list-style-type: none"><li>via <i>@decorators</i>: let precomputation assess whether to execute the decorated function</li></ul></li><li>Wrap <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"><li>also sped up by customized multi-threading ...</li></ul></li></ul>		
Matlab   Mathematica   JavaScript   Python 		
LabView Projects	BB84 QKD protocol simulation & distributed optical fiber sensing	– 2021.06
<ul style="list-style-type: none"><li>Verified the information security of photon_polarization_state-related BB84 protocol </li><li>Visualized the distribution of anomalies along the fiber optic cable from user data LabView </li></ul>		



<sup>1</sup> Non-linear Angular Spectrum Theory

Extended 1A2B

A Code-breaking Game - Bulls and cows: Guessing 4 digits → 1-9 digits

– 2019.09

- Hardware - MicroController (C8051F350.h) version of Original 1A2B: Guessing 4 numbers
- Software - VC++6.0 version of Upgraded 1A2B: Guessing 1-9 numbers



Keil.C | C++  

DDTank Aimbots

An inverse solving toolkit for a projectile game similar to Angry Birds

– 2017.04


- Established an aerodynamic model with air resistance  $\boldsymbol{R} = -k\boldsymbol{v}$  for the game DDTank
  - by solving  $\boldsymbol{v}' \propto \boldsymbol{R} + \boldsymbol{F}$ , where driving force  $\boldsymbol{F}$  = gravity  $\boldsymbol{G}$  + wind force  $\boldsymbol{W}$
  - which lead to the core transcendental equation  $1 - e^{kt} + kt = k^2 M(\boldsymbol{F}; \Delta \boldsymbol{r}, \hat{\boldsymbol{v}}_0)$
  - that can be numerically solved by Newton's method for  $t$  with given  $k, \boldsymbol{F}; \Delta \boldsymbol{r}, \hat{\boldsymbol{v}}_0$
  - Finally, for each  $\Delta \boldsymbol{r}, \hat{\boldsymbol{v}}_0$ , one can obtain corresponding initial velocity  $\boldsymbol{v}_0(k, \boldsymbol{F}; t, M)$ 
    - after  $k, \boldsymbol{F}$  are determined (by the game engine itself)
  - $\boldsymbol{v}_0$  ends up the very info required to accurately hit an enemy at a distance of  $\Delta \boldsymbol{r}$  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  $\boldsymbol{v}_0$ , drag\_mode (like angry birds) for extended curve
  - Multi-trajectory: predicts up to  $6 = (1+2)*2$  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 findmulticolorEX in dm.dll

VBA Excel | E4A | EPL  

DDTank Aimbots Analytic solution

2023.02 –

- Drawing insights from [PRS.A](#). #M.V.Berry's legacy | [A.O.P.](#) | [A.P.B.](#) | [J.QSRT](#).
- The next generation of this project will come really close to the exact solution
- logging system
  - [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.](#)


PPT [1](#) [2](#) [3](#) ... 

Three Books Closed-form  $E_3(\boldsymbol{r})$  in

$$\left[ \nabla^2 + k_3^2 \right] E_3(\boldsymbol{r}) = -k_{03}^2 \chi(\boldsymbol{r}) E_1(\boldsymbol{r}) E_2(\boldsymbol{r})$$

2022.02 –

- Solving this multivariable/field nonlinear convolution equation on my own
- Strong alternative to Green's Function, pseudo-spectral, split-step Fourier methods
- Developed a log file system to record and output script runtime parameters\*\*kwargs,
  - [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.](#)

PPT [1](#) [2](#) [3](#) [4](#) ... 

## SCIENTIFIC ACTIVITIES

- [0] The 4th Nanjing University Doctoral Interdisciplinary Innovation Forum

Nanjing, Jiangsu

“Analytic vector linear & nonlinear Fourier crystal optics in arbitrary  $\bar{\epsilon}, \bar{\chi}$  dielectrics” | Oral [PPT]

2024.05.29
- [-1] 2023 CSOE-NJU<sup>2</sup> Book Club Meeting & Sharing Session

Nanjing, Jiangsu

“A guided tour to Ray & Wave Optics Simulation” | Oral [PPT]

2023.12.09
- [-2] Academic Café Salon of the Research Group

Nanjing, Jiangsu

<sup>2</sup> The Nanjing University student branch of the Chinese Society for Optical Engineering

## PUBLICATIONS

- [0] 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)

## ACADEMIC FOCUS

<b>Next generation</b> high N.A. 3D vector non-uniform analytic linear & nonlinear Fourier crystal optics	2024.06 –
!Paraxial $k_0^\omega$ <b>High N.A.</b> 3D vector non-uniform analytic linear & nonlinear Fourier crystal optics	2024.03 –
Emphasizing $G_{xyz}^\omega$ <b>3D</b> vector non-uniform analytic linear & nonlinear Fourier crystal optics	2023.12 –
Involving $\bar{\chi}_\omega^{(2)}$ anisotropy <b>Vector</b> non-uniform analytic linear & nonlinear Fourier crystal optics	2023.06 –
!Unitary $G_\omega^\pm \Leftarrow$ !Hermitian $\bar{\epsilon}_r^\omega \Rightarrow$ <b>Non-uniform</b> analytic linear & nonlinear Fourier crystal optics	2023.03 –
Solution $E_\omega^\pm$ to $(\nabla^2 + k_{\omega\pm}^2)E_\omega^\pm \propto P_{\omega\pm}^{(2)}$ <b>Analytic</b> linear & nonlinear Fourier crystal optics	2022.09 –
Solution $\mathcal{F}[E_3] = \mathcal{F}[f(\mathcal{F}^{-1}[\cdot])]$ to the Eq. below <b>Nonlinear</b> angular spectrum theory for SFG	2022.06 –
Solution $\mathcal{F}[E_3] = \iiint \text{to } (\nabla^2 + k_3^2)E_3(r) \propto P_3^{(2)}(r)$ <b>Nonlinear</b> convolution solution to SFG	2022.03 –
Nonlinear THz LiNbO <sub>3</sub> -based metasurface	<b>Quit THz project formally</b>   COMSOL – 2022.01
BWOPO + THz optical parametric amplification	Mathematica   BookxNote Pro – 2021.12
THz backward optical parametric oscillator (BWOPO)	Mathematica   VBA Excel – 2021.11
Multi-cycle THz orbital angular momentum (OAM) source	RoamEdit   Blender – 2021.11
Narrow-band THz OAM source via Optical Rectification (OR)	Python   Blender – 2021.10
Electricity $\xrightarrow{\text{produce}}$ Acoustics $\xrightarrow{\text{modulate}}$ Optics	RoamEdit   VBA Excel – 2021.07
Visible Photons $\xrightarrow{\text{SPDC}}$ THz Spectroscopy	BookxNote Pro   GeoGebra   VBA Excel – 2021.06
Cavity Phase Matching = Sheet OPO	Paint 3D   RoamEdit   GeoGebra   VBA Excel – 2021.05
THz Holography via Optical Rectification	Matlab   GeoGebra   VBA Excel – 2021.01
Femtosecond laser $\xrightarrow{\text{Optical Rectification}}$ Terahertz (THz)	GeoGebra   VBA Excel – 2020.12
Multicycle THz pulse generation by OR in LiNbO <sub>3</sub> ... crystals	VBA PowerPoinT – 2020.10

## HONORS & AWARDS

Academia	Doctor's Qualification Exam (Oral)	Excellent	Top 15%	Nanjing U.	2024.01
	Bachelor Thesis  & Defense	Excellent	1/90	Northeastern U.	2020.06
Competition	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	¥40,000	Nanjing U.	2020-24
	"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

## RESEARCH PROJECTS

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

EXTRACURRICULAR ACTIVITIES

<ul style="list-style-type: none"><li>Member at Some Club</li></ul> <i>Detailed explanation of what you do at this club</i>	2017–Current
<ul style="list-style-type: none"><li>Member at Some Club</li></ul> <i>Detailed explanation of what you do at this club</i>	2016–2017
<ul style="list-style-type: none"><li>Volunteer at Some Event</li></ul> <i>Detailed explanation of what you do in this event</i>	Fall 2019
<ul style="list-style-type: none"><li>Volunteer at Some Event</li></ul> <i>Detailed explanation of what you do in this event</i>	Winter 2015

SKILLS

- **Skill Group:** List of technologies
- **Skill Group:** List of technologies
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LANGUAGES

- **Language:** language proficiency level
- **EXAM:** details
- **Language:** language proficiency level
- **Language:** language proficiency level