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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 –

Research Projects

3D Vector Nonlinear Fourier Crystal Optics	Solving $\left[(\nabla \times)^2 - k_0^2 \bar{\epsilon} \cdot \right] \mathbf{E}(\mathbf{r}) = k_0^2 \bar{\chi} : \mathcal{F}_\omega^{-1} \left[\tilde{\mathbf{E}}_p \tilde{\mathbf{E}}_p \right] (\mathbf{r})$ analytically 2023.05 – <ul style="list-style-type: none">First & fastest white box solver ever for this inhomogeneous wave equation<ul style="list-style-type: none">or other similar equations, with unprecedented efficiency-accuracy productNo 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 pumpO.E. #Bloembergen’s legacy2 #experiment O.M.E. #z-componentO.E. Q.E. #high N.A. #$\bar{\chi}$ anisotropy PPTs 1 2 3 ... 
Complex Vector Linear Fourier Crystal Optics	Analytic solution $\mathbf{E}(\mathbf{r})$ to $\left[(\nabla \times)^2 - k_0^2 \bar{\epsilon} \cdot \right] \mathbf{E}(\mathbf{r}) = \mathbf{0}$ 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 of this project will come really close to the exact solutionReproduced 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. PPTs 1 2 3 ... 
Real Scalar Nonlinear Fourier Crystal Optics	Closed-form $E_3(\mathbf{r})$ in $\left[\nabla^2 + k_3^2 \right] E_3(\mathbf{r}) = -k_{03}^2 \chi(\mathbf{r}) E_1(\mathbf{r}) E_2(\mathbf{r})$ 2022.02 – <ul style="list-style-type: none">Solving this multivariable/field nonlinear convolution equation on my ownStrong alternative to Green’s Function, pseudo-spectral, split-step Fourier methodsReproduced 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 pumpO.L. P.R.A. PPTs 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” | Talk [PPT] 2024.05.30
- [-1] **2023 CSOE-NJU¹ Book Club Meeting & Sharing Session** **Nanjing, Jiangsu**
 “A guided tour to Ray & Wave Optics Simulation” | Talk [PPT] 2023.12.09
- [-2] **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

- [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

- 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 $\bar{\chi}_\omega^{(2)}$ 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 –
-  Nonlinear THz LiNbO₃-based metasurface **Quit THz project formally** | 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 LiNbO₃ ... crystals VBA PowerPoinT – 2020.10







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

Honors & Awards

Academia	Doctoral Interdisciplinary Forum (Oral)	2nd place		¥500	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	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

Personal Projects

Behind NLAST ²	<div>0 → 1 : Techniques crafted from scratch in my acedemic project : NLAST 2022.02 –</div> <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 <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 poolFuture 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"Haven't decided which to employ: CUDA, Jax, webGL2, webGPU, Mojo or Bend?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 ... <div>Matlab Mathematica JavaScript Python </div>
LabView Projects	<div>BB84 QKD protocol simulation & distributed optical fiber sensing – 2021.06</div> <ul style="list-style-type: none">Verified the information security of <i>photon.polarization.state</i>-related BB84 protocol Visualized the distribution of anomalies along the fiber optic cable from user data <div>LabView </div>

Hanging Assist	<p>AFK/Bot script for game 「Duel City」 — a knock-off 「Yu-Gi-Oh」 — 2020.04</p> <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 <ul style="list-style-type: none"> which is also loaded as the configuration file for the next boot <ul style="list-style-type: none"> to restore the program state from the last exit <p>EPL </p>
Extended 1A2B	<p>A Code-breaking Game - Bulls and cows: Guessing 4 digits → 1-9 digits — 2019.09</p> <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 Keil.C C++  
DDTank Aimbots	<p>An inverse solving toolkit for a projectile game similar to 「Angry Birds」 — 2018.04</p> <ul style="list-style-type: none"> Established an aerodynamic model with air resistance $\mathbf{R} = -k\mathbf{v}$ for the game DDTank <ul style="list-style-type: none"> by solving $\mathbf{v}' \propto \mathbf{R} + \mathbf{F}$, where driving force \mathbf{F} = gravity \mathbf{G} + wind force \mathbf{W} which lead to the core transcendental equation $1 - e^{kt} + kt = k^2 M(\mathbf{F}; \Delta\mathbf{r}, \hat{\mathbf{v}}_0)$ that can be numerically solved by Newton's method for t with given $k, \mathbf{F}; \Delta\mathbf{r}, \hat{\mathbf{v}}_0$ Finally, for each $\Delta\mathbf{r}, \hat{\mathbf{v}}_0$, one can obtain corresponding initial velocity $v_0(k, \mathbf{F}; t, M)$ <ul style="list-style-type: none"> after k, \mathbf{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 $\Delta\mathbf{r}$ from you Software Features: multi-OS/end, multi-hit_mode, multi-trajectory, multi-thread supported <ul style="list-style-type: none"> 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)*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 <ul style="list-style-type: none"> call <code>dm.findmulticolorEX()</code> in <code>dm.dll</code> for pixel-level monitoring 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 $P(n)$ & all the 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 \mathbf{v} between two coordinate systems Special relativity: Had it been animated (by Manim?), it would have looked stunning C++ 

Rulesmd.ini	<div>Modified rules.ini of 「Red Alert II」's 17 mods</div> <div><ul style="list-style-type: none">Conflict-free key-value pairs, game-easing buildings, cooldown-free teleporting minecartsMental Omega v3.3.6: the modified rulesmo.ini for mo-3.3.6 has now been added</div>	<div>– 2016.09</div> <div>.ini</div>
Static Web Pages	<div>Personal website containing decryption elements</div> <div><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 musicExplore 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!</div>	<div>– 2014.05</div> <div>HTML</div>

Personal History

<div>• Member at Some Club</div> <div>Detailed explanation of what you do at this club</div>	2017–Current
<div>• Member at Some Club</div> <div>Detailed explanation of what you do at this club</div>	2016–2017
<div>• Volunteer at Some Event</div> <div>Detailed explanation of what you do in this event</div>	Fall 2019
<div>• Volunteer at Some Event</div> <div>Detailed explanation of what you do in this event</div>	Winter 2015