













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	0 → 1 : Techniques crafted from scratch in my acedemic project : NLAST 2023.05 –
	<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’ order</i><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?Developed 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">sped up by customized multithreading as well ...
	Python SiYuan Mathematica [repo]

DDTank Aimbots	An inverse solving toolkit for a projectile game similar to Angry Birds 2023.05 –
	<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 ended up with 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 $\mathbf{v}_0(k, \mathbf{F}; t, M)$ <ul style="list-style-type: none"> after k, \mathbf{F} are determined (by the game engine itself) \mathbf{v}_0 is the info needed in the game to accurately hit an enemy at a distance of $\Delta\mathbf{r}$ from you Software features: multi-OS/end, multi-game_genre/terminal, multi-hit_mode supported <ul style="list-style-type: none"> Multi-OS: classic Web game on Windows, Mobile game on Android & Android Emulator Multi-hit_mode_1: charge-mode for value \mathbf{v}_0, drag_mode (like angry birds) for extended curve Multi-hit_mode_2: predicts up to $6 = (1+2)*2$ trajectories for the player: triple 3 + abnormal 3 Future 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 “fields in physics = arrays/matrices in math/programs” Haven't decided which to employ: CUDA, Jax, webGL2, webGPU, Mojo or Bend? Capturing game data semi-automatically with computer vision <ul style="list-style-type: none"> to output script parameters (**kwargs) for rapid reproducibility of data in the future to store data files & folders, and their metadata for swift data import and reutilization Achieved 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 function Wrap <i>matplotlib</i> into plot_1d(, _2d, _3d, .gif ...) for data visualization <ul style="list-style-type: none"> sped up by customized multithreading as well ... Python SiYuan Mathematica [repo]

DDTank Aimbots	Analytic solution 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. The next generation of this project will come really close to the exact solution logging system <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. PPT 1 2 3 ... 

Three Books	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 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, <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. 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-NJU¹ Book Club Meeting & Sharing Session Nanjing, Jiangsu

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

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

Nanjing, Jiangsu

“Bi-directional notes on Nonlinear Optics in a roam-like app: RoamEdit” | Oral [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 $\mathcal{F}[E_3] = \iiint \text{to } (\nabla^2 + k_3^2) E_3(r) \propto P_3^{(2)}(r)$ Nonlinear convolution solution to SFG	2022.03 –
Nonlinear THz LiNbO ₃ -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 LiNbO ₃ ... 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>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 –</p> <ul style="list-style-type: none"> The 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 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 <p>PPT 1 2 3 ... </p>
Complex Vector Linear Fourier Crystal Optics	<p>Analytic solution $\mathbf{E}(\mathbf{r})$ to $\left[(\nabla \times)^2 - k_0^2 \bar{\epsilon} \cdot \right] \mathbf{E}(\mathbf{r}) = 0$ where $\varepsilon_{ij} \in \mathbb{C}$ 2023.02 –</p> <ul style="list-style-type: none"> 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 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. <p>PPT 1 2 3 ... </p>
Real Scalar Nonlinear Fourier Crystal Optics	<p>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 –</p> <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. <p>PPT 1 2 3 4 ... </p>

EXTRACURRICULAR ACTIVITIES

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

SKILLS

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

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