Chun Yuan

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EDUCATION

Zhejiang University	Sep 2019 - Mar 2022
M.S. in Applied Mathematics, Advisor: Prof. Xunnian Yang	Hang Zhou
Shanghai Lixin University of Accounting and Finance	Sep 2015 - Jun 2019
B.S. in Financial Mathematics	Shang Hai

RESEARCH INTERESTS

Real-time animation, Special effects in film and television(SFX) , Game animation design

EXPERIENCE

Research Intern, Style3D   Apr 2021 - Jan 2022
- Developed and implemented Boundary-only animation algorithm for digital human
- Developed and implemented Quad-Mesh Generation algorithm for cloth model retopology
- Explore the relationship between mesh type and cloth animation effect

Senior Researcher, Tencent. IEG   Apr 2022 - Jul 2023
- Collaborated with a team to optimize stability and performance of the sand animation engine.
- Developed and implemented sag-free initialization for sand and snow animation.
- Invent cutting-edge algorithms for hairstyle preservation in video games.

Research Assistant, University of Utah   Aug 2022 - May 2024
- Developed an algorithm for adjusting cloth animation parameters to enable artists to quickly achieve vivid cloth animations.

PROJECT

Droplet animation

Propose an algorithm for droplet animation generation.

Holding The Shape of Hair

Propose an algorithm to maintain hairstyle in animation, so that even after a character performs intense movements, the hair can naturally recover its shape as much as possible.

Tuning the parameters quickly

Traditional cloth animation production requires adjusting dozens of parameter combinations; based on existing data, we quickly provide users with a rough reference.

TEACHING EXPERIENCE

Teaching Assistant, Zhejiang University   Feb 2020 - Jun 2020

Calculus II

PUBLICATION

Li Huang, Fan Yang, Chendi Wei, Yuju Chen, **Chun Yuan** and Ming Gao, Towards Realtime: A Hybrid Physics-based Method for Hair Animation on GPU, ACM SIGGRAPH/Eurographics Symposium on Computer Animation(SCA), 2023.

SKILLS LIST

Operating System :
- Linux, MacOS, Windows

Programming:
- C++, CUDA, Python, Taichi, GLSL, Matlab

Tools:
- Git, Latex, CMake, Houdini, Maya

HONORS & AWARDS

National Mathematics Competition(Professional Group), Received second prize at the provincial level	Nov 2017
The First Prize Scholarship	Nov 2016