

WUDAO YANG'S RESUME

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Basic Information

Name: Wudao Yang

Gender: Male

Location: Kunming

Birthplace: Kunming Yunnan, China

Research Area: Visual Computing & Educational Technology

English Skill: CET-6/IELTS Processing

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Educational Background

Sep. 2009 - Jun. 2012 **MSc. in Visualization Computing & Virtual Reality**,

School of Computer Science, Sichuan Normal University,

CGPA 3.5 out of 4.0.

M.S., Advisor: Prof. Dr. Qianyi Gu

Sep. 2004 - Jun. 2006 **B.Sc. (Hons.) in Computer Science**

School of Computer Science and Engineering, University of Electronic Science and Technology of China(UESTC), First Class

Research Interests

- Knowledge Discovery and Visualization
- ERP System Development
- AI for Education

Research Publications

- *A Research On Students Evaluation System of Higher Institutions Ethnic Preparatory Education Based On Social Networking with Visualization Technique*[J]. Software Guide, 2016, 15(9):85-87
- *Virtual Scene Adaptive Network Released Research Based On Pervasive Computing*[J]. Computer Engineering & Design, 2012, 33(5):2078-2083
- *Adaptive Optimization Framework for Mobile Virtual Scenery Application*. CAISSE 2012, IEEE Computer Society, Vol.1116, pp.22-25.

Patent

- *An Application of the Embedded PLC System for 3D Printing*, 2015:(ZL 2015 I 0915973.2), No:2529873, China.

Research Experience

- Oct. 2015 - Sep. 2016
Major Researcher in Software Development Project entitled *A Research On Integrated Management Evaluation System of Minority Preparatory Instruction of Higher Education College Based on Visualisation Computing*, Scientific Research Fund of Yunnan Educational Administration, China. No:2015Y245
- Oct. 2010 - Jun. 2012
Major Researcher in Virtual Reality Development Project entitled *A Research On Individual Network Instruction Based On Knowledge Model*, the Youth Fund of National Education Scientific Planning ,Administration of Education, China. No:CCA100176
- Oct. 2010 - Sep. 2011
Major researcher in Virtual Reality Platform Development Project entitled *Adaptive Network Publishing Platform of Virtual Scene*, Open issue from Visual Computing and Virtual Reality Key Laboratory of Sichuan Province, Sichuan Normal University. No:Y2010N01
- Oct. 2009 - Jun. 2010
Major Research in Software Development Project entitled *Automatic Evaluation Model and Application of Network Resources*, Youth Scientific Research Fund of Sichuan Educational Administration, China. No:09ZC080

Working Experience

- Oct. 2014 - now
Computer Science Teacher & Software Engineer, School of Preparatory Education, Yunnan Minzu University
- Aug. 2013 - Sep.2014
Visualizing Graph Algorithm Engineer, Jinfonet Software (Kunming)
- Sep. 2012 - Jun. 2013
SAP FI Developer, Singapore Telecom NCS (Chengdu)
- Nov. 2011 - Aug. 2012
ABAP/CRM On HANA Developer, Internship, SAP Labs China (Chengdu)
- Oct. 2009 - Oct. 2012
Research Assistant, Visual Computing and Virtual Reality Key Laboratory of Sichuan Province

Teaching Experience

- Oct. 2014 - now
Lecturer, Teaching *Computer Science Fundamental Knowledge*, School of Preparatory Education, Yunnan Minzu University

- Mar. 2011 - Jun. 2011
Teaching Assistant, Teaching *Java Programming*, School of Computer Science, Sichuan Normal University
- Sep. 2010 - Dec. 2010
Teaching Assistant, Teaching *Visual Basic Programming*, School of Computer Science, Sichuan Normal University

Awards

- Award of Excellent Fellow, School of Preparatory Education, Yunnan Minzu University(2015)
- Award of Excellent Researcher, Postgraduate Forum, Sichuan Normal University(2011)
- Best Technology Award in Software Designing Competition, University of Electronic Science and Technology of China(2006)
- Undergraduate Scholarship, School of Computer Science & Engineering, University of Electronic Science and Technology of China(2005)

Referrer

Prof. Dr. Qianyi Gu

- Association Professor, School of Computer Science, Sichuan Normal University
- Phd in Department of Computer Science of University of Colorado at Boulder
- Research Area: Knowledge Discovery and Expression, Human-computer Interaction and Virtual Reality Technology