Mobai Wang

https://github.com/ElementMo   **[show reel video]**

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EDUCATION

George Washington University   Washington, D.C.
M.S. Computer Science and Technology   *Sep. 2019 - Jun. 2021*

Henan University   Kaifeng, Henan, China
B.S. Computer Science and Technology   *Sep. 2014 – Jun. 2018*

PROGRAMMING SKILLS

Development tools: OpenGL, Unity3D, Unreal Engine, Processing, Echarts.js, Tensorflow, Taichi, etc.

Programming languages: Java, C#, GLSL, Python, C++, Julia, Mathematica

WORK EXPERIENCE

George Washington University   Washington, D.C
Computer Graphics course T.A., VR/AR course T.A.   *Sep. 2020 – May. 2021*

• Design assignments and giving lectures to students in Computer Graphics course and VR/AR course.

• Help students won the animation festival award by providing technical assistants.

VRT-U   Mclean, VA
Unity Developer Intern   *Jul. 2020 – Aug. 2020*

• Project got the "best visual design" achievement from the NIST contest committee.

• Migrated the Mapbox unity plugin into the Lumin OS, designed eye gazing hand-free interactions.

Show plus (Disguise xR studio 717)   Beijing, China
Creative Developer   *Dec. 2018 – Aug. 2019*

• **Mandala (Multi-media choreography project)**

  ▪ Project was performed in the National Center for the Performing Arts, for thousands of visitors.

  ▪ Real-time motion capturing and multi-media design; Integrated motion capture with Open Pose library.

• **InfoComm China 2019 Exhibition**

  ▪ Designed and developed programs for interactive stage performances with kinetic lights and beam lights controlled by DMX and ArtNet.

PERSONAL PROJECTS

Geo-Loc-Data-Vis: Data visualization tool using ECharts.js to show geographical location history collected by google

HENU Panorama: Panorama tour of Henan University (Gathered over 700k views and 20k likes)