

Mobai Wang

<https://github.com/ElementMo>

Email: wmb@gwmail.gwu.edu

Mobile: +1 (202) 855 0054

EDUCATION

George Washington University

M.S. Computer Science and Technology

Washington, D.C.

Sep. 2019 - Jun. 2021

Henan University

B.S. Computer Science and Technology

Kaifeng, Henan, China

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

Computer Graphics course T.A., VR/AR course T.A.

Washington, D.C.

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

Unity Developer Intern

Mclean, VA

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)

Creative Developer

Beijing, China

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)