

Yifan Song

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SUMMARY

TU Delft MSc student in computer science, interested in PL, ststem, CG and more!

WORK EXPERIENCE

Software Engineer Internship for Rhythmo

Sept 2021 - June 2022

- A light weight real time monolucar motion capture and model driving system, also my bachelor thesis.
- A machine learning approach to capture and retargetting face emotions.

Computer Graphics Engineer Internship for Netease Games

Mar 2019 - Jan 2021

- Extend the functionality of Unity Shaderlab configuration language.
- Parsing original Shaderlab language with new added 'import' and 'export' statement.
- Add import and export module features for Shaderlab.
- Better serialization for Shaderlab with Unity Csharp.

BACHELOR THESIS

Light Weight Real Time Monolucar Motion Capture and Model Driving

[Link to Demo](#)

- A full body motion capture system based on mediapipe on all platforms for over 30fps.
- Model driving and motion retargetting to a varieties of model types.

RELATED BACHELOR COURSES

Introduction to Compilation

Feb 2019 - June 2019

- A compiler from cool to risc-v assembly code.
- Implemented with flex and bison in C++.
- Simple oop support and corresponding type checker.

Program Analysis

Feb 2022 - June 2022

- Reach defination, Live variable and call graph construction implementated with soot framework in Java
- Basic concepts and algorithms for static analysis including implemented and point to analysis

EDUCATION

2022 - present Master (Computer Science) at **Delft University of Technology**
2018 - 2022 Bachelor (Computer Science) at **ShanghaiTech University**
2021 Exchange student in LSA **University of Michigan**

SKILLS

Programming Languages C/C++, C#, Python, Cuda, and more