

YIFAN SONG

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MSc in Computer Science, interests in PL, System, CG/CV, and more.

EDUCATION

MSc, Delft University of Technology

Sept 2022 – Present

- Major in Computer Science
- Compiler Construction(9.0), Software Verification(9.5)...., Overall 8.5 till Feb.2023

Bachelor of Engineer, Shanghaitech University

Sept 2018 – Jun 2022

- Major in Computer Science and Technology
- Compiler, CG, CV, Program Analysis...

Transfer student, University of Michigan, Ann Arbor, LSA

Feb 2021 – May 2021

- Numerical Methods, Linear Algebra...

WORKING EXPERIENCE

Internship, Software Engineer, RhythMo

Sept. 2021 – Aug. 2022

RhythMo Monocular RGB Based Motion Capture

Rhythmo is a startup company providing intelligent solutions for lightweight virtual digital human generation and driving.

- Only CPU or single iPhone needed for over 25fps motion capture.
- Able to drive multiple popular human model type including fbx, vrm and much more.
- Full body capture and model driving solution with body, hand and a morphing based solution for face.

Internship, Computer Graphics Engineer, Netease Games(Guangzhou)

July. 2021 – Sept. 2021

Shaderlab Deserializer

- A deserialize and serialize library for Unity Shaderlab.
- More comprehensive API than Unity build in serializer.
- Supporting full original Shaderlab functionality and extending with importing and exporting features.

OTHER PROJCTS

coc-glsx

- A coc.nvim plugin to provide diagnostics and autocompletion for GLSL lang.
- Basic taste of Microsoft Language Server Protocol, built in JavaScript and TypeScript.

Profiler for Cuda

Working with my professor: Soham Chakraborty

- A research purpose profiler for Cuda, especially designed for Cuda data race detection
- still in early stage

SKILLS

- **Programming Languages:** experienced in C/C++, C#/F#, Python, Lean, Rust, Cuda(in frequency order)
- **Compiler:** knowledge and work on some weak memory order, profiling and other analysis
- **Machine Learning Tools:** experienced with TensorRT, Tensor Flow, and Cuda
- **Development Tools:** can adapt to any editors/OS, usually NeoVim/VSCode in PopOS/Arch
- **Languages:** Mandarin Chinese(Native), English(Fluent)