

YIFAN SONG

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Delft, NL or Shanghai, CN

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

EDUCATION

MSc, Delft University of Technology <ul style="list-style-type: none">• Major in Computer Science• Compiler Construction(9.0), Software Verification(9.5)... , Overall 8.5 till Feb.2023	Sept 2022 – Present
Bachelor of Engineer, Shanghaitech University <ul style="list-style-type: none">• Major in Computer Science and Technology• Compiler, CG, CV, Program Analysis...	Sept 2018 – Jun 2022
Transfer student, University of Michigan, Ann Arbor, LSA <ul style="list-style-type: none">• Numerical Methods, Linear Algebra...	Feb 2021 – May 2021

WORKING EXPERIENCE

Internship, Software Engineer, RhythMo	Sept. 2021 – Aug. 2022
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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
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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-glsix

- 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, type system and other analysis
- **Formalization** knowledge with basic category theory and the use of Lean theorem prover
- **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)