

XIN YANG

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EDUCATION

Sichuan University, Chengdu, China
M.Sc. Computer Science

Sept. 2015 - Jun. 2018

Sichuan University, Chengdu, China
B.Eng. Software Engineering

Sept. 2010 - Jun. 2014

CAREER

IQIYI.com Full-Stack Developer Deep-Learning Group

Jul. 2018 – Now

- **Annotation System**: Multiple annotation including General Video, Feed, Graphic; UI Optimization
- **Deep Learning Cloud AI Platform marketing Events**: Timing scheduling, Asynchronous decoupling, Micro-service, Modules of downloading and decoding
- related tech: **React**, **JS**, **Swagger**, **Vue**, **HTML**, **SpringBoot**, **Quartz**, **docker**, **Java**, **dropwizard**

Dianping.com[Intern] Back-end Developer Joy Group

Jun. 2017 – Aug. 2017

- **Booking**: Internet cafes, Foot massage, Chambers, Sports&Fitness
- **Operational marketing Events**: Merchant Ranking List, User Touch, Promotional coupons
- related tech: **Pigeon**, **Lion**, **mafka**, **Crane**, **Zebra**, **Spring**, **Maven**, **Java**, **MyBatis**

DEVELOPMENT EXPERIENCE

Efficient Rendering based on VR

- implement **Instancing binocular stereo rendering** & a **resue** framework algorithm based on **eye relativity**
- validate the feasibility of the framework through SSAO algorithm
- https://github.com/FrankBATMAN/Efficient_Rendering_based_on_VR

Multiple Machine Parallel Rendering with Multiple Load Balancing Methods

- the framework of **multiple-machine parallel rendering**
- 2 load balancing methods: **frame-coherence-dispatcher**, **uniform-dispatcher**
- <https://github.com/FrankBATMAN/MMPR-with-LB>

Rendering Engine

- rendering layer **scalability**: support multiple graphics language - **OpenGL**, **OSG**, **Vulkan**(on progress)
- 3-layers(abstract, rendering, application) framework of rendering engine
- <https://github.com/FrankBATMAN/Rendering-Engine>

Soft Shadows Split-screen Rendering

- **standard shadow mapping** algorithm, uniform-dispatcher, non-uniform-dispatcher **split-screen** methods
- <https://github.com/FrankBATMAN/Soft-Shadows-Rendering-with-Split-screen>

Screen Space Fluid Rendering

- smoothing with **Curvature Flow** & **Cubemap** reflection & refraction
- <https://github.com/FrankBATMAN/Screen-Space-Fluid-Rendering>

Extra: **C++**, **OpenGL/GLSL**, **Git**, **JIRA**, **Markdown**, **SVN**