Xin YANG

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EDUCATION

Sichuan University, Chengdu, China   Sept.2015 - (expected) Jun.2018
M.Sc. Computer Science

Sichuan University, Chengdu, China   Sept.2010 - Jun.2014
B.Eng. Software Engineering, Sichuan University

DEVLOPMENT EXPERIENCE

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**
· More: `https://github.com/FrankBATMAN/MMPR-with-LB`

Rendering Engine

· rendering level **scalability**: CAN use different graphics language - **OpenGL**, **OSG**, **Vulkan**(on progress) - to implement
· rendering layer using **OpenGL**
· 3-layers(abstract, rendering, application) framework of rendering engine
- More: `https://github.com/FrankBATMAN/Rendering-Engine`

Soft Shadows Split-screen Rendering

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

Screen Space Fluid Rendering

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

Research & Implementation of Real-time Rendering for VR Device (On Progress)

· Stereo Rendering, Stencil Mesh, Wrap Mesh

Extra

· C++(BOOST), OpenGL/GLSL, SVN

MEDIA

StackOverflow   `http://stackoverflow.com/users/6765823/xin-yang-frankbatman`
GitHub   `https://github.com/FrankBATMAN`