

XIN YANG

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EDUCATION

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

Sept. 2015 - (expected) Jun. 2018

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

Sept. 2010 - Jun. 2014

DEVELOPMENT 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**
- <https://github.com/FrankBATMAN/MMPR-with-LB>

Rendering Engine

- rendering layer **scalability**: support multiple graphics language - **OpenGL**, **OSG**, **Vulkan**(on progress)
- rendering layer using **OpenGL**
- 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>

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>